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CONTENTS

ISSUE 26 NOV 1994

32 PAGES RIPE FOR THE PICKING

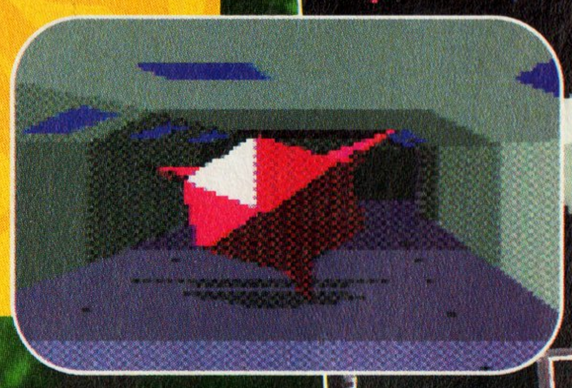
What can we say, except this is the biggest release of the year so we've given it the biggest review of the year. **Donkey Kong Country** is the only game NMS has seen that warrants such extensive coverage. It is a milestone in the history of the Super NES and, believe us, you'll wish we'd printed more. Our exclusive review also features a special competition and an order form so you can reserve a copy of the game before it comes out. This is one to keep.

PAGE 43

DONKEY KONG COUN

ON THE PULL

We hope you enjoy our free **Vortex** comic this month. It ought to get you right in the mood for playing Argonaut's amazing new FX game for the Super NES. This is one of those games that really captures the imagination, as well as your attention. We think it's excellent.



COOKING CANNON

Shoot'em ups take on an unwholesome new meaning this month with Virgin's **Cannon Fodder.** Those awfully nice boys at Sensible have turned their attention from the football pitch to the battlefield and enlisted thousands of tiny volunteers to partake in the most gratuitous blast frenzy ever written. It's a good job we're all born with a sense of humour!

PAGE 20

REGULARS

NEWS	6
PEOPLE SYSTEM	10
SEAL'S MAILBAG	102
Q & A	100
OUT NOW	112
GARY'S GOSSIP	104
NEXT MONTH	114

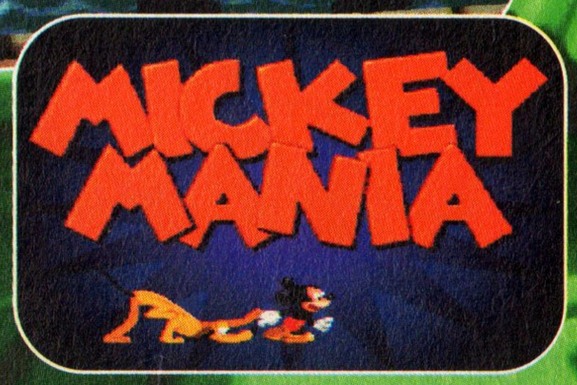
see BC

WAITING TO BE KING FREE SUPPLEMENT

You may also have noticed that we're giving away a rather spectacular 'preview special' of Disney's **THE LION KING** this month. With special thanks to the Walt Disney Company and Virgin Interactive Entertainment, our team have poured over every last frame of animation in the game to bring you the most breathtaking guide to next month's release.

PAGE 40

PAGE 96



MOUSE IN THE HOUSE

Still shining brightly through the stars this issue is Mickey Mouse. Last year was his 50th Anniversary, one year on and Sony revisit all his most famous exploits in one fabulous 16 Meg adventure - 'Mickey Mania.' Christmas comes early this year, eh!

NMS REVIEWS

STREET RACER	24
THE SMURFS SUPER NES	28
THE SMURFS GAME BOY	30
SUPER ICE HOCKEY	32
THE ADVENTURES OF BATMAN AND ROBIN	34
GHOUL PATROL	38
VORTEX	40
DONKEY KONG COUNTRY	43
TINY TOONS WACKY SPORTS	76
POWER DRIVE	80
SUPER BOMBER MAN II	84
INDIANA JONES	88
WILD GUNS	92
DROP ZONE	94
MICKEY MANIA	96

SPECIAL PREVIEWS

WWF RAW	12
NEWMAN-HAAS INDYCAR RACING	12
INTERNATIONAL SUPERSTAR SOCCER	14
ZERO THE KAMIKAZE SQUIRREL	16
HEBEREKE POPOON	16
WOLVERINE	18
CANNON FODDER	20

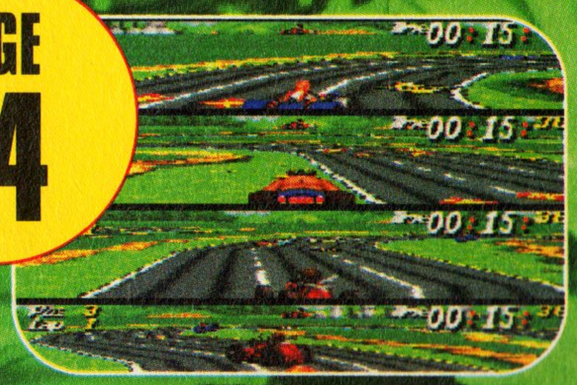
WORK IN PROGRESS

STAR GATE	108
NBA JAM GAME BOY	110
SEAQUEST DSV	111

SKIDDERS

After months of speculation the **Street Racer cart** crosses the finish line, giving NMS a good chance to look it over. Rumours of secret special moves are unfortunately unfounded but we were still very surprised to find it has far more than expected. Find out what we make of this Super NES racing hybrid.

PAGE 24

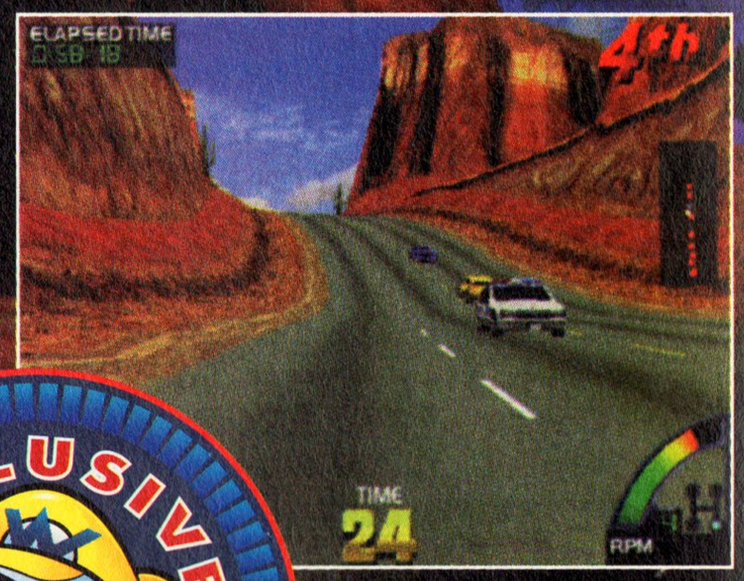


NINTENDO NEWS NETWORK

AN UNFORGE… RACE…FROM

BLIMEY! LOOK! LOOK! These, believe it or not, are pictures from none other than CRUIS'N USA!!! What's Cruis'n USA? Where have you been? Cruis'n USA developed by coin-op meisters, Williams, is one of the new breed of games to utilise Nintendo's in-flippin-credible Ultra 64 technology and is due to make its arcade debut this Autumn along with Rare's new beat 'em up, Killer Instinct.

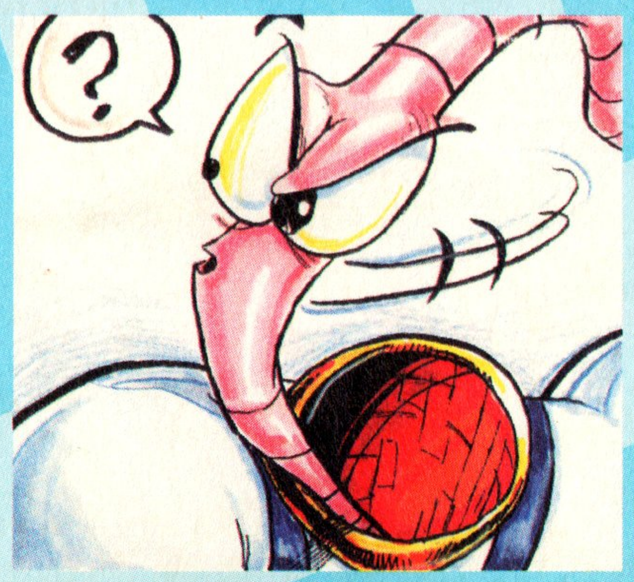
As is almost stupefyingly obvious from the shots, Cruis'n USA is a road racing game but with a BIG difference - unlike other rendered racers such as Namco's Ridge Racer or Sega's Daytona, the action is not limited to a piffling few racing circuits. Indeed not! In Cruis'n USA the 'States is quite literally your oyster as you rev up your suped-up sportster and explore the hazard-ridden roads between San Francisco and Washington DC, competing against nine other vehicles to reach checkpoints within the allotted time. More incredibly, actual footage from the route was used to recreate the breathtaking 2650 mile, 14 stage journey. In addition there are three viewpoints to choose from as well as a variety of CD soundtracks to accompany your journey. The shots seen here are from the coin-op version, but seeing as the Ultra 64 uses the same technology there is no reason at all why the home console version should be any different. It's all so-oo cool nnnNNNGGGHHH!!! Nintendo really does rule the waves, or should that be roads?!!!



EXCLUSIVE FIRST LOOK

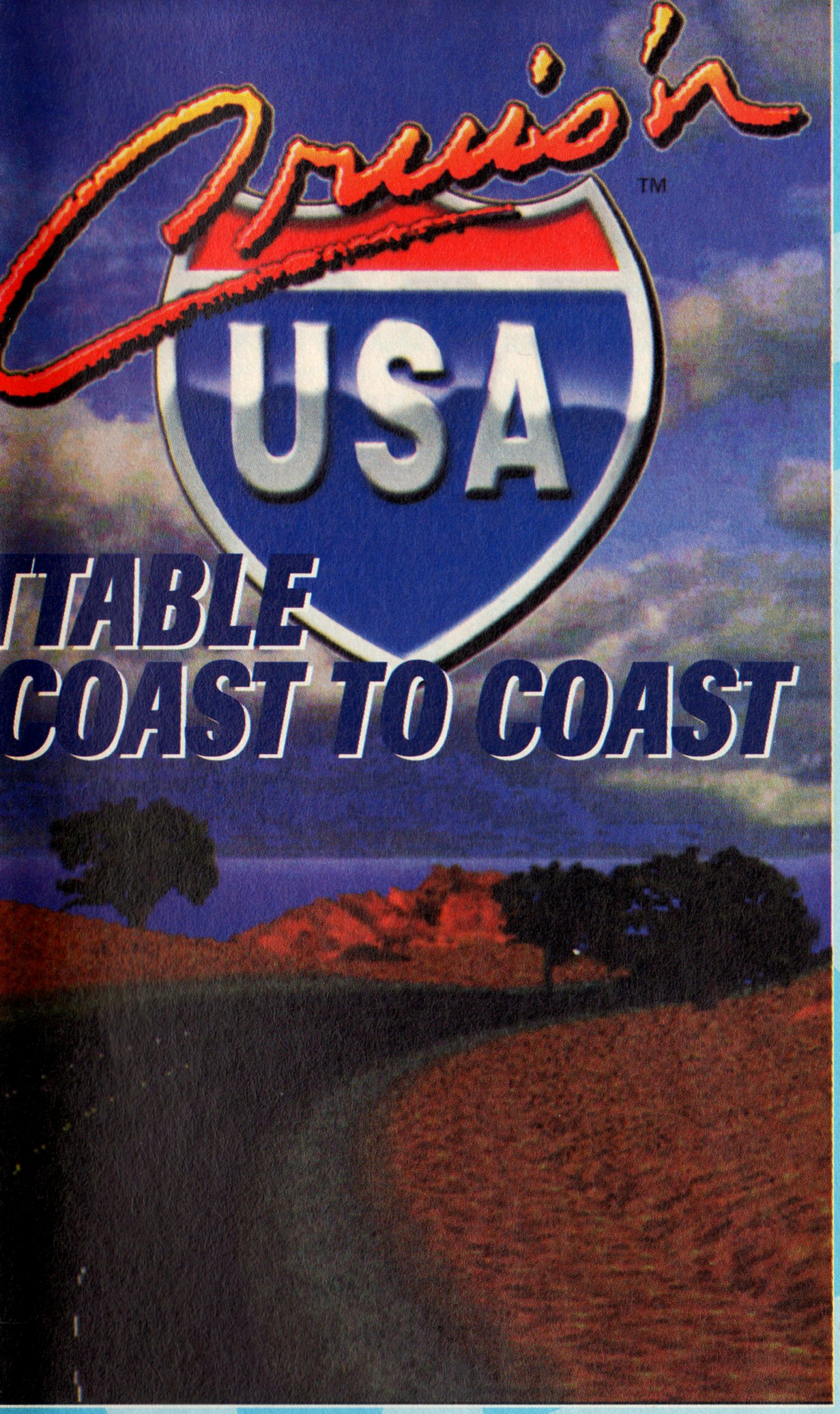
(LEFT) *It makes it much more exciting to know each course selected is practically an exact representation of the real thing!*

THE FULL-MOTION VIRTUAL EXPERIENCE



ANNELID JAMES: THE RETURN

News reaches our ears of work now thoroughly in progress on the sequel to Virgin/Shiny Entertainment's Earthworm Jim. As the original is so fab it's hard to believe that it can be that much better, but our sources say that this as yet unnamed sequel pledges to be radically different!? Just how different remains to be seen, but with the advances made in Super NES programming in light of Donkey Kong Country the mind does indeed start to boggle!



(ABOVE) *No this isn't lifted from 'Cruis 'n USA' the TV series or anything like that, it's the title screen for the Ultra 64 game! Yowzer!*

32-BIT MACHINE STILL ON THE WAY SHOCK!!

Cast your minds back deep into the dark and murky NMS past when we first told you of the imminent arrival of a 32-bit "VR32" machine from Nintendo to rival, nay, better Sega's own somewhat tawdry effort. Remember that? Well, now wake up and smell the technology because it now looks a bit more than flippin' imminent. To be more accurate it's going to be unveiled at the Shoshinkai show in Tokyo in November, with a possible worldwide release date of spring and a sub £150 price tag still being mooted. However much speculation still abounds as to the exact format the machine will take. The latest rumours seem to indicate that some sort of battery-operated/goggle device is going to be the order of the day. It is also rumoured that Nintendo are working very closely with Hudsonsoft on the project. But, heck, what's the point in all this idle speculation when we'll find out exactly what it's going to be as we'll be there to see for ourselves. Hoorah! And remember - you read it here first!

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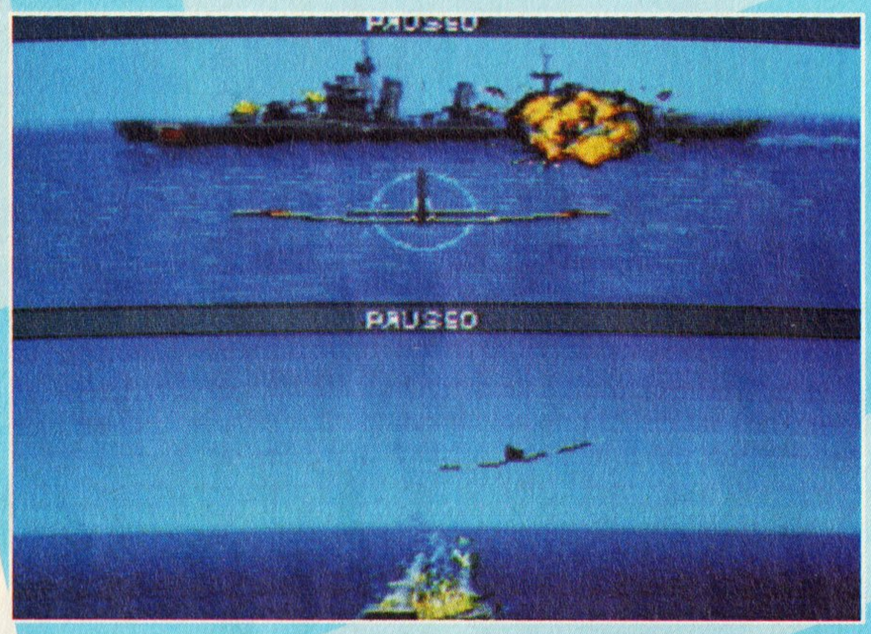
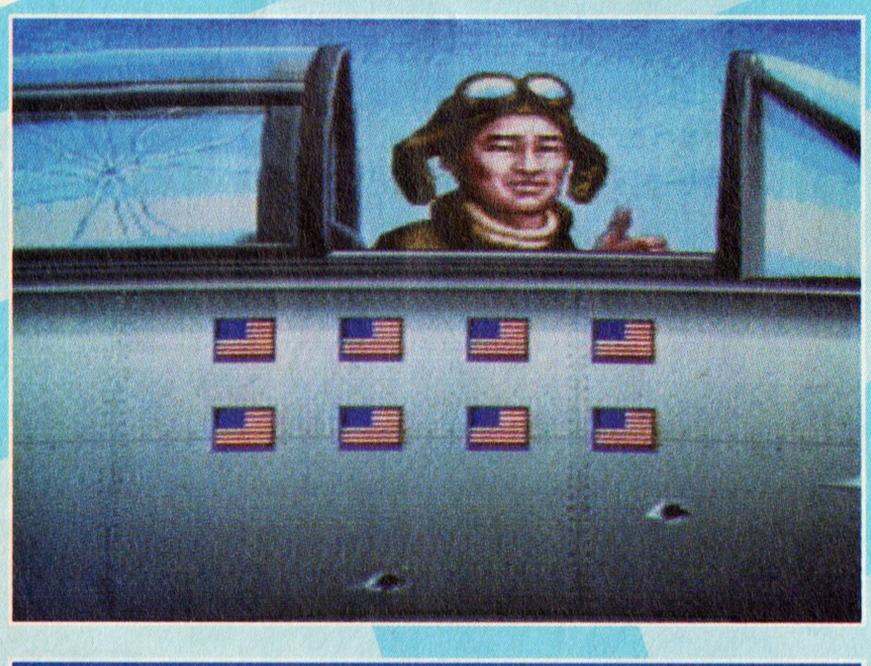
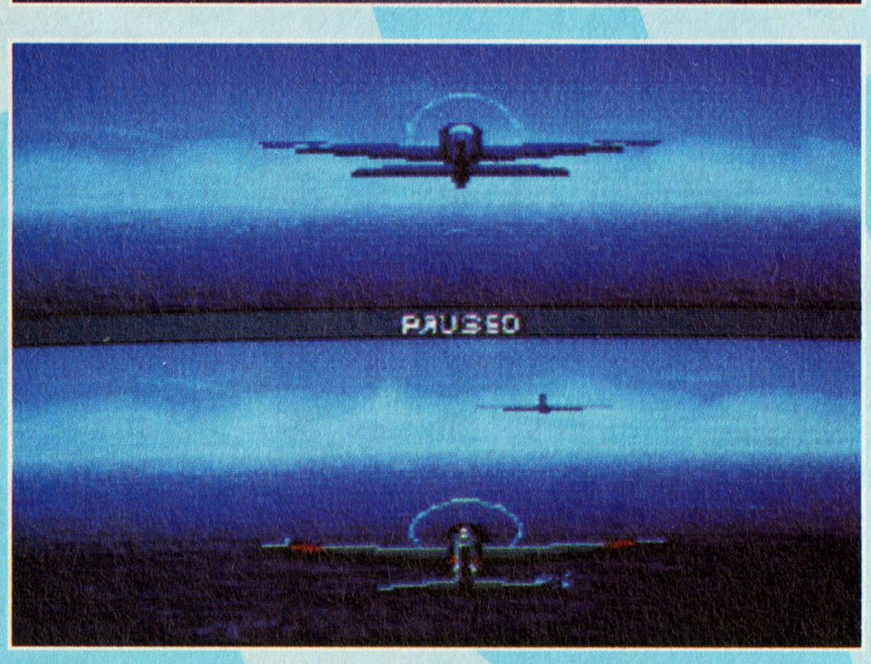
NEWS

CARRIER BAGGED

It's been quite a while since the last great flight sim game hit the Super NES. Hmmm, probably since the machine was invented actually. Anyway those great-flight-sim-free days could be at an end if Gametek's latest offering turns out to be any cop. Called Carrier Aces it gives two would-be pilots the chance to take to the skies in a series of WWII dog-fight scenarios where the object is to knock out your enemies airborne defences before going after their sitting-duck-like ships and aircraft carriers. Better still the game gives players the choice of four planes and a multitude of ways with which to arm them. And all this on a split-screen, mode-7 display. Sounds like it might be the game to start your engines? More in next month's issue.



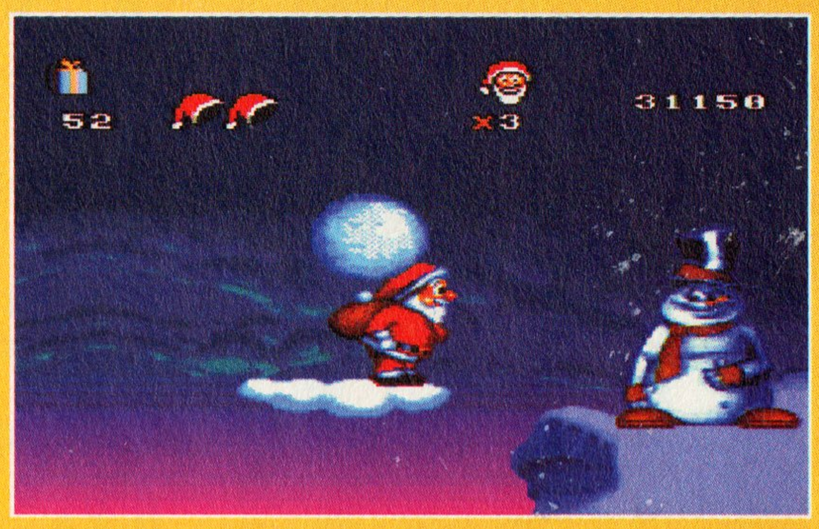


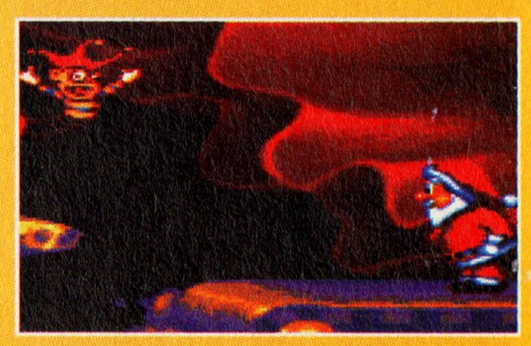


(ABOVE) *It started when they were kids. Hiro and Yoshi would both position their bikes at opposite ends of the alley then, at the count of three, race headlong toward each other. Aeroplanes, of course, are a more serious business. They could get hurt. Silly lads.*

THERE AIN'T NO SANITY CLAUSE

Blimey! Christmas gets earlier every year! No sooner is your tan starting to fade than Sunsoft announce the untimely release of a yuletide platformer featuring the paragon of festivity - father Christmas himself! Yep, Daze Before Christmas sees saint Nick in something of a tizzy - some chuffer's chuffed off with all the presents and kidnapped all his little helpers, and you know what that means - a billion whining brats with no Power Rangers toys on Christmas morning. Now no self-respecting Santa is going to allow this so it falls to you to aid him in his gift-rescuing quest which seems to involve negotiating a multitude of platforms and chucking snowballs at bad penguins. Intriguing n'est ce pas? We'll have more on this untimely release next month.





(LEFT) *We love Santa Claus. We think he's ace. He's the bestest bloke in the whole wide world 'cause he brings us lots of pressies at Christmas. How does he know what we all want, eh? The man's amazing. Santa Claus is way cool!*

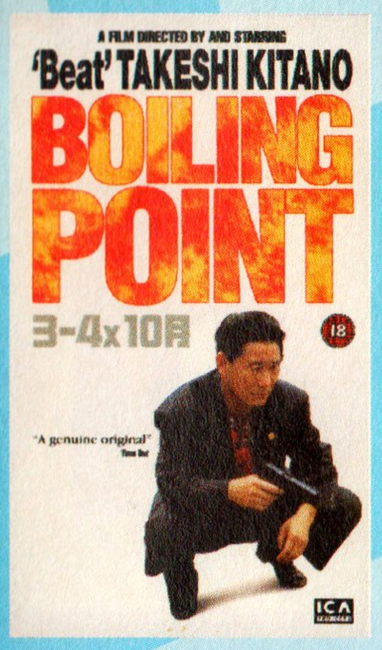
telstar

F&G

CHEAP AT TWICE THE PRICE

Here's a great bit of news for bargain hunters - Telstar have decided to bundle up two great games in the same package, call 'em Fun & Games and sell 'em for the price of one! Smart eh? The packs planned include 100% Adventure: Super Mario World and Super Putty, 100% Sport: Sensible Soccer and International Tennis Tour, 100% Combat: Flashback and Equinox,100% Racing: Super Off Road and Grand Prix 1, and 100% Sci Fi: Lawnmower Man and Super Star Wars. Although no firm price point has been fixed it looks likely that the packs, due for release in November, will retail between £39.99 and £49.99. But why pay for 'em when Telstar have kindly agreed to give five NMS readers the chance to win their choice of this fab five by simply creating their own fantasy pack featuring the two carts they'd most like to see together. So write your ideas down, together with your choice of pack should you be spawny enough to win and send it all off to JUST 'COS I WANT FREE GAMES DOESN'T MEAN I'M CHEAP, HONEST! TOPPING TELSTAR COMPO at the usual address.

NEWS

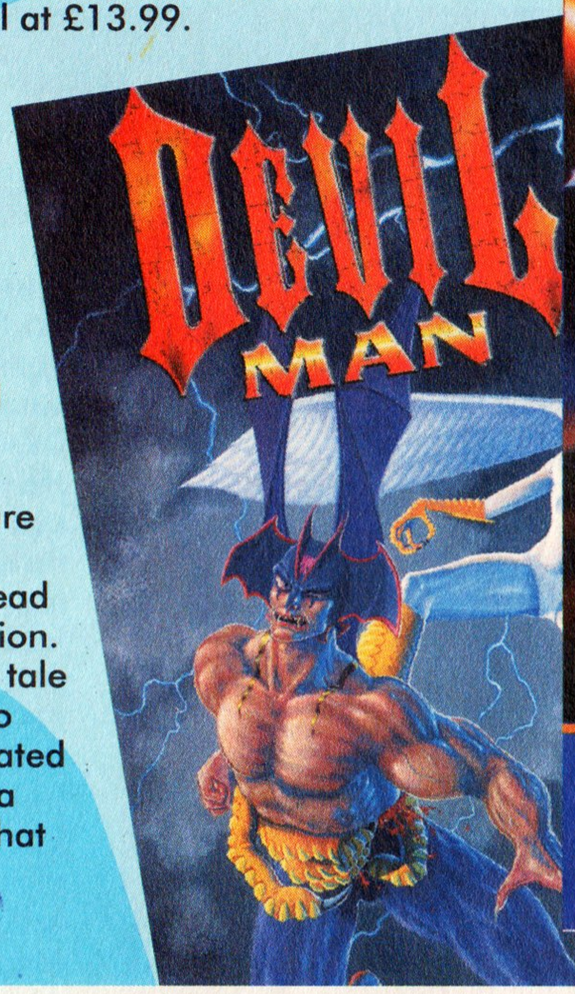


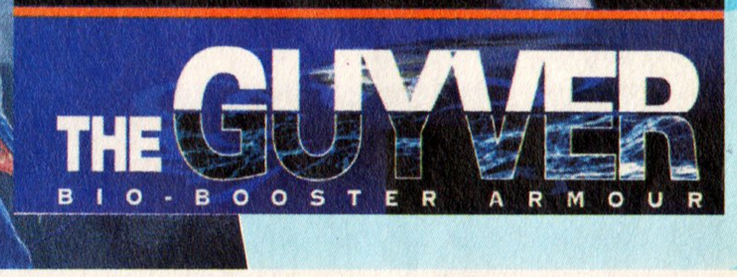
HE'S GOT THE BEAT

Manga release yet more non-animated films this month with two new title from Japan (where else) starring and directed by "Beat" Takeshi Kitano. "Beat", for those of you unfamiliar with his work, is Japan's answer to Arnie or Clint, in as much as he spends his time shooting and blasting and beating up all manner of criminal scum. The first of his movies being released is Sonatine which tells the sorry tale of the last few days in the life of a tough Japanese "Yakuza" gangster, who gets caught in the crossfire of a gang turf war. The second is Boiling Point which follows the exploits of a lowly garage attendant who mistakenly punches the lights out of a local Yakuza thus incurring the wrath of the local "boss" with explosive conclusion. Bad news is that this is not one for the kiddies having an 18-rating. Both films will be released in early October and will retail at £13.99.

MONTHLY MANGA MUSINGS

The amazing Manga machine rolls on with three more animated goodies for your delectation. The Guyver saga continues with Guyver Seven: The Battle Begins. It features all the morphing cyber-action we've come to expect as the battle against the wicked Chronos organisation continues. Next we have the first in a new series for Manga - The Cyberpunk Collection. The first release is Cyber City Oedo 808 File 1: Virtual Death. It tells the tale of a future city where the only way to combat the escalating crime rate is by enlisting hi-tech criminals into the police force - whether they're dead or alive! This three-parter's a real goodie with some dandy animation. Finally there is the 18-rated Devil Man: The Demon Bird, a twisted tale of diabolic creatures taking over the Earth from the sick mind of Go Nagai - whoever he is. Anyway, it retails at £11.99 whilst the 15-rated Cyber City weighs in at only £9.99, with the cheapy PG Guyver at a modest £5.99. Now go down the bookies and lay a heavy wager that there'll be even more Manga next month.





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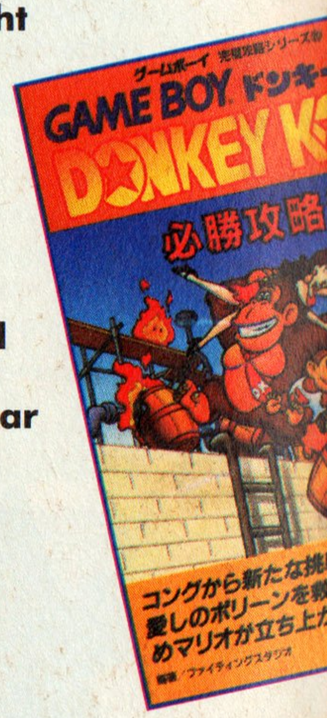
COMPETITION RULES: EMAP Images and Nintendo employees and their immediate families aren't allowed to enter any NMS competitions. The editor's decision is final because he is all-seeing, all-knowing and quite hard actually, and there will be no cash alternative to the prize on offer and even if there was it would probably go towards the NMS benevolent fund. Probably.

NMS GUIDE TO TALKING "GA". Pt 3
It's that time again when we take a peek into the dark and barren landscape that is the imagination of Gary Harrod. This month it's our guide to Greetings Gary-style. Imagine the scene; you are walking down the street and see, from a small distance, a friend approaching. Obviously it's uncool to shout over such a distance so it's advisable to utilise the "vudda vudda" (See lesson 1) hand movements until the chum is in talking range. Once they are close enough you can use one of several greeting combos. Practice the following: "Alright cheese-nuts" "Wotcha hog-child". The suffixes "nuts" and "child" can be freely mixed around, or added to the prefixes "horse" and, more puzzling, "quilt" to greet a very close friend indeed. I really don't think I can take much more of this.

This month we have secured what is surely *the* EXCLUSIVE to end 'em all - a full 32-page minimag- kut-out-n-keep-souvenir-once-in-a-lifetime kind of EXCLUSIVE. I'm talking, of course, about the most eagerly awaited game of the decade - DONKEY KONG COUNTRY!!!! Is it really as good as it looks? How does it play? What's the sound like? Well don't ask me, I'm too busy playing it to answer your questions right now, so you'd better just turn to page 43 this instant and find out for yourselves. NOW, you hear! But did you also know that we have, in the self-same issue, Ghoul Patrol, Bomberman '94, Power Drive and Batman as well as a roaring review of Ubisoft's race-riffic Street Racer? And that's saying nothing about the further EXCLUSIVE looks at Virgin's Lion King and Cannon Fodder. And more still, there's Mickey Mania and stunning FX laffs with Vortex, oo I could go on all night. Did I hear someone say "best issue of NMS ever"?
ANDY

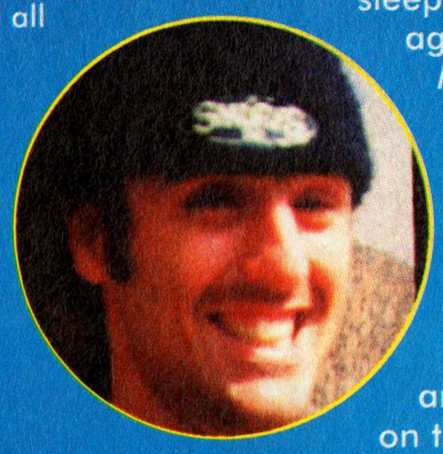


THE NMS KERAZY KLEAROUT KOMPO!

Thanks to our ace man-in-Japan, Warren Harrod, we here at NMS are now the proud owners of a veritable glut of Japanese gaming goodies. A glut so large in fact that it currently threatens to either swamp our already swamped desks or, worse still, disappear

ON THE COUCH

In the light of this month's tree-mendous Donkey Kong Country review and all the ape-japery that ensued around the office, we decided to enlist the services of ace hypnotist Paul McKenbarlow who subjected the lads to a bit of hypno-regression where they were taken back to their primeval animal states. The results make interesting, well, disturbing reading...



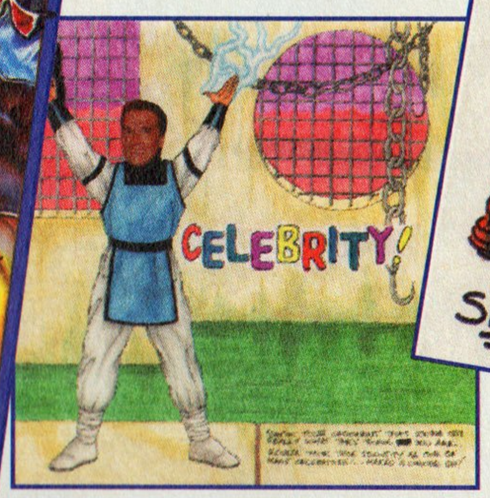
ANDY MCVITTIE: WOODY

Whatever it was the Doc induced in Andy, he'd be wise not to do it ever again. Shortly after Andy drifted off into a de-ep, de-ep sleep he woke back up again and nutted poor McKenbarlow on the nozzer. Then he did it again. And again. And a dozen times more. Then he laughed - "he-he-he-heh-he" - just like Woody Woodpecker, and turned his attention on the rest of the team.
Lucky they were having an offer on crash helmets down the market that day, eh readers.
CURRENT FAVE GAMES:DK COUNTRY, NBA LIVE '95, INTERNATIONAL SUPERTARS SOCCER
FAVE MONKEY:Dotty the Lemur from Animal Magic

into the deep and mysterious void of Gary's house forever. So to prevent this we've decided to give the lot away and have split it all up into five NMS goodie bags of fun for five spawnmeisters to win. All you have to do to be one of these lucky winners is convince Gary in no more than 26 words why you should get all the good stuff instead of him by completing the following sentence - **IT'S NOT FAIR THAT GA GETS ALL THE BEST GEAR, JUST COS HIS BROTHER IS IN JAPAN. I THINK IT SHOULD BE ME BECAUSE...** Mark your entries to the **GREAT GARY GIVEAWAY** and send 'em to the usual address.

MORTAL KOMPTALITY!

We were beginning to wonder why our Postman was developing such big muscles recently and now we understand why - we've been completely snowed-under with entries for our "excellent" Acclaim Mortal Kombat II competition. In fact, so impressed have we been by the number of entries that we've decided to keep the kompo open for another month. What we really want is drawings of your moves in action - it doesn't matter if you're not too hot with the old felt-tips. What we definitely don't want is idiots sending back the token and nothing else. You dolts know who you are. So get scribbling and cast your eyes at some of the efforts we've received so far...



RATINGS GUIDE

96–100 Yes why not! It's a hot afternoon after all. Mine's a pint thanks...Ahhh. A real satisfying thirst quencher! It's wonderful isn't it when you can enjoy a social drink without the need to go crazy or be stupid about it. Lovely!

91–95 ANY GAME SCORING 91 PER CENT OR ABOVE IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.
Oh, ok then. It is such a lovely day after all... No, I'll buy this round. No I insist. I don't have much money but if you can't treat yourself to a couple of pints now and then, what's the point eh?...Excuse me, barman!...

86–90 ...I'm not sure whether it's such a good idea to have a third pint. I don't want to spend too much money and I really should be getting on with the days chores...Yes, I suppose it is really hot and stuffy out, and sitting here is very pleasant...Oh what the hell then! Get em' in...

70–79 ...Right! My round then! Come on drink up! I'm gonna have a chat with that bird at the bar...Eh up love! Couple of pints if you don't mind barman. Nice day eh dear?..

60–69 ...Nahh, you're talking rubbish. Look, this is how it is right and I know. If you stick just one up front and get the midfielders pushing up more you'll - 'ere hang on, wass these empty glasses!? Time for you to get 'em in mate!.

50–59 ...No mate, I mean it. I really respect ya. Na straight up I do. I mean we don't say this sort of fing enough ya know. Na I love you, you're me best mate!...'Ere, I'm gonna buy you a drink!...

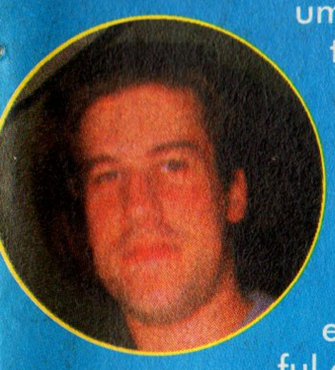
40–49 ...Whahey!...What's the time? Only half eight? Nice one! We got two more hours still. Right get em' in!...Out of money?! 'Ere, take this twenty quid and sort us out....Nahh, course I can afford it. It's only money! Oi! Barman two more pints o' cookin' now!

30–39 GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS
...Like, I loved her ya know and...heh! Life eh? I just didn't get the breaks...No one understands mate, ya know? No one cares but us mate. Me un' you 'gainst em' all eh?! I'll get you a refill...

20–29 ...Yea some chips as well, and can I have some chilli sauce on the kebab mate...

0–19 ...Bleeurrghh!!...

PAUL DAVIES:ROVER

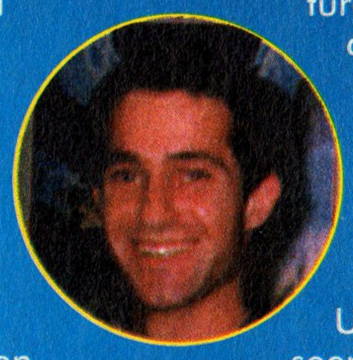


Expectations were high that Paul would regress into some sort of Kirby-like state and vacuum up the mess on the NMS floor, but disappointment was the order of the day. After a few short minutes of whimpering and whining Paul emerged as a faithful old Labrador, cocked his leg on Pete's desk and went off to find some girls to pat him!?
CURRENT FAVE GAMES:DK COUNTRY, VORTEX, LION KING, INDIANA JONES
FAVE MONKEY:Monkey from Monkey

GARY HARROD:TIDDLES

It took several large men to hold Gary down whilst Dr. McKenbarlow attempted to hypnotise him - but any stories involving Gary Harrod and large men are perhaps best left untold. Anyway, after several hours' struggle he finally succumbed and, with what sounded like a small mewing noise, rolled over and insisted that someone tickled his tummy. When no-one volunteered Gary proceeded to scratch up the NMS furniture and crap behind the games cupboard. He was finally placated with a ball of wool. Help!
CURRENT FAVE GAMES:DK COUNTRY, KING OF FIGHTERS, KIRBY'S TEE SHOT
FAVE MONKEY:Mickey Dolenz. In fact all of 'em except that short singer.

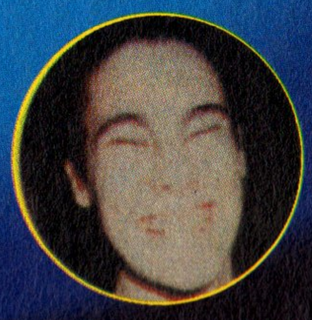
PETE BARRELL:THRONG-ORR



Quiet man Pete succumbed easily to hypnotic suggestion but what followed next took us all by surprise. He passed immediately through his animal stage and with a roar of the words "I AM THRONG-ORR! TREMBLE FEEBLE MORTALS!" seemed to enter some kind of mythical phase. He then proceeded to take out his "mighty sword" and cleft the unfortunate Dr McKenbarlow in twain. Eeh, it's always the quiet ones, isn't it!
CURRENT FAVE GAMES:DK COUNTRY, HEBEREKE POPOON, KIRBY'S TEE SHOT
FAVE MONKEY:The dead ones in Indiana Jones

GRAHAM MANGION:BAMBER

Being a bit of a little monkey himself, some reverse hypnosis had to be applied in order to turn George into anything approaching normal humanity. The results speak for themselves and "Mr" Mangion, as he now prefers to be called, is currently lecturing at the Open University and can be seen hosting University Challenge.
CURRENT FAVE GAMES:DK COUNTRY, NBA LIVE 95, MKII
FAVE MONKEY:Dave Kelsall



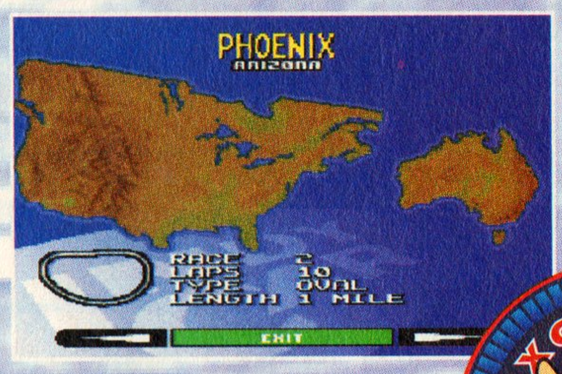
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

Years after his blistering performance in 'Towering Inferno' Paul Newman is now co-owner of Newman-Haas - the hottest Indycar racing team in America. Currently burning up the circuits as their representative is ex Formula One champion Nigel Mansell. Acclaim are the only company crazy enough to handle this heat!

NEWMAN HAAS INDYCAR

ONE THEY PREPARED EARLIER

Acclaim promise a radical approach to racing with Newman-Haas. Drivers have the option to custom build a motor, ensuring the vehicle matches their preferences exactly. Everything from body design to suspension and turbo modifications are possible.



MAKING PLANS FOR NIGEL

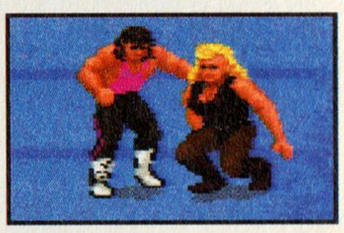
For those who prefer to put cars through their paces without worrying about wear and tear an Arcade mode is included. However real drivers are more likely to opt for the simulation mode where it is necessary to repair damage.

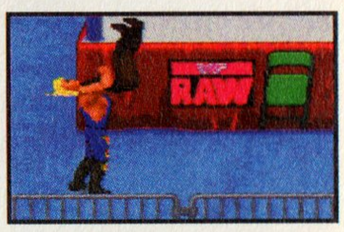
NIGEL MANSELL STARS IN PAUL NEWMAN PROJECT

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

Against all odds, even in the light of their very own Mortal Kombat II license, Acclaim are due to release a third WWF title for the Super NES before the year is out. Is it really so powerful a contender or is it aimed purely at the armies of WWF fans who are wiling to snap up anything?

WWF RAW



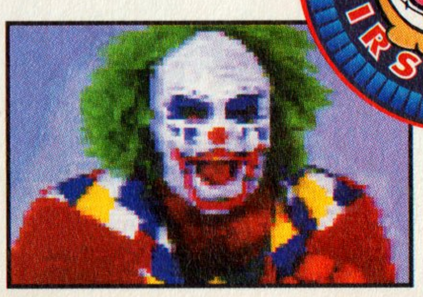


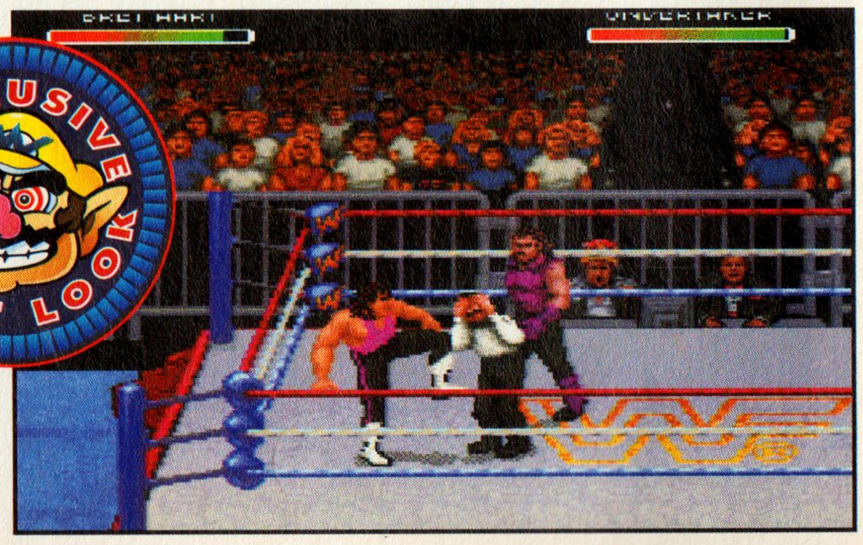
FULL ON LUNA VACHON

Probably the most tasteful piece of merchandising a WWF star can hope to see his, or now even her, face on is a video-game. It beats sandwich boxes and towels for sure. Naturally every WWF personality is clamouring to see their names up in pixels. Those not disappointed include Bret Hart, Doink and - oh yes - Luna Vachon, the first female WWF wrestler. Each practice their own 'mega move', accessed through special combinations of button pressing.

WORTH ITS WEIGHT IN LYCRA

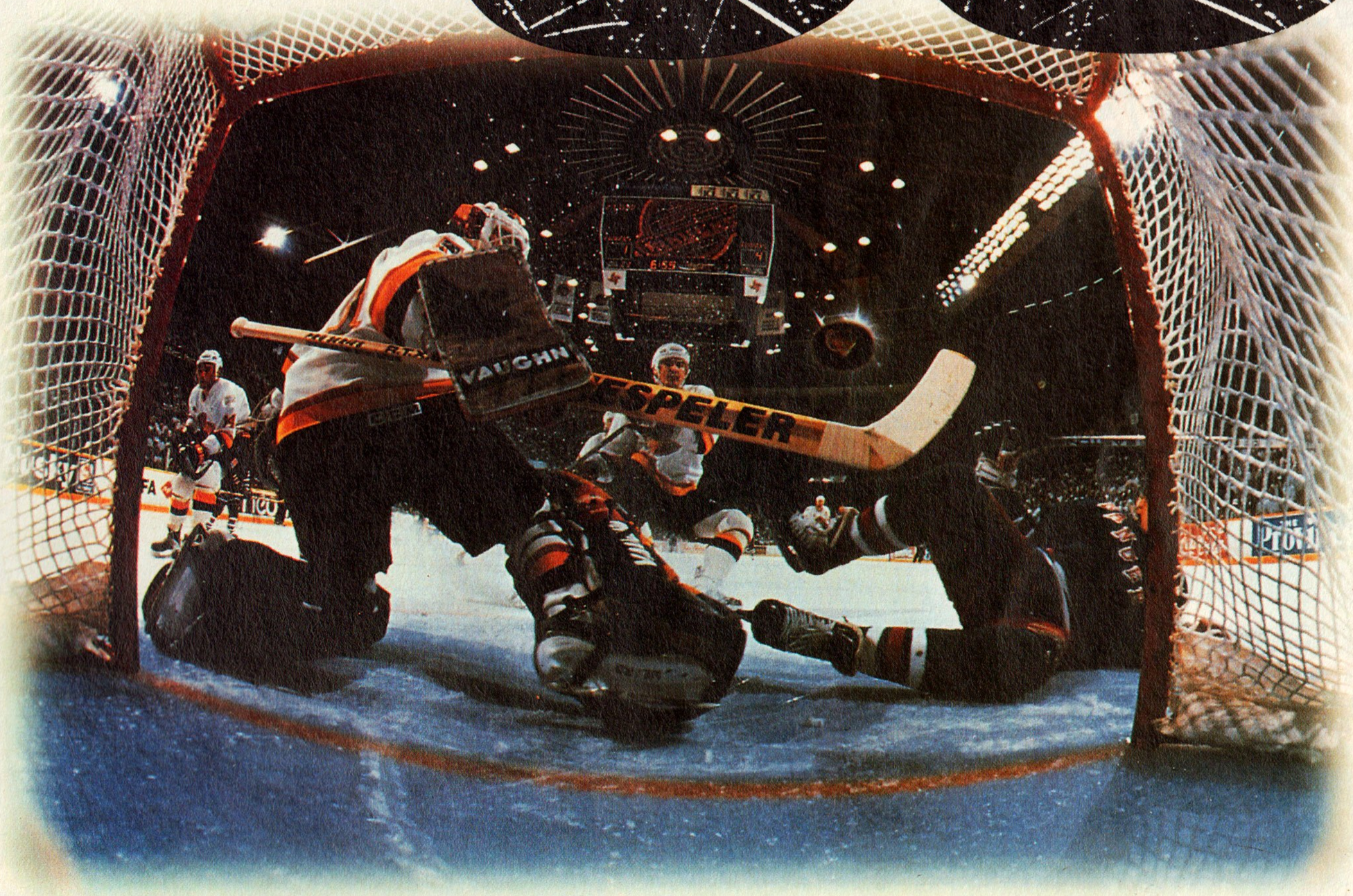
Obviously this game is something else for the WWFers out there to shout about. It's what they're good at. However, to see if the game lasts a bout with the NMS team, you know where to look.





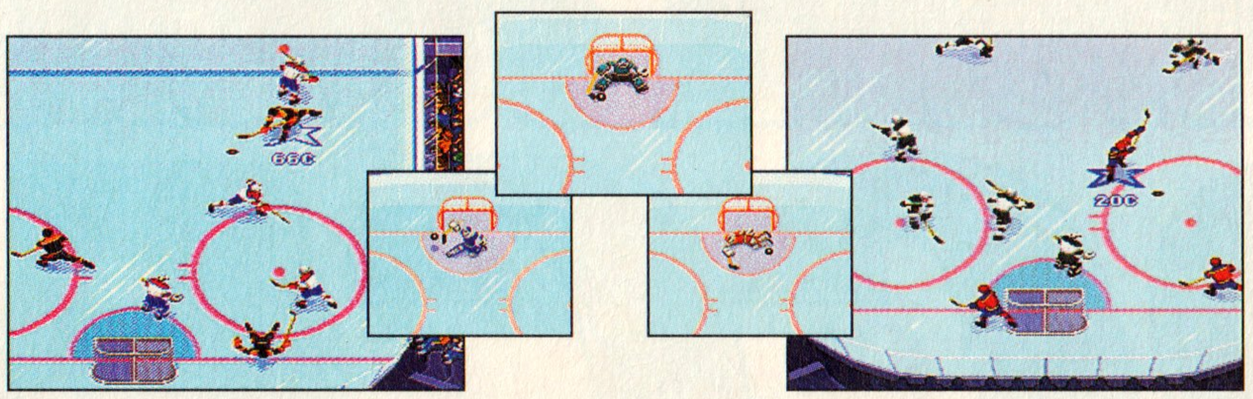
SLAP IT IN THE SLOT

NHL 95



AND GIVE YOUR SNES A TASTE OF REAL POWER-PLAY

NHLPA



SUPER NINTENDO ENTERTAINMENT SYSTEM

EA SPORTS

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HOT FREE KICKS AND PELE FLICKS AMAZING 'LIVE' COMMENTARY FABULOUS KONAMI FOOTY FRENZY

INTERNATIONAL SUPERSTAR SOCCER

Still experiencing painful withdrawal symptoms from World Cup '94? Don't worry! Konami's International Superstar Soccer might just be the cure.

There are people out there who might argue that there are enough football games around. But footy sims are like footy teams - everyone is different. ISS features the kind of realism first pioneered in FIFA Soccer, characters move very fluently making spectacular moves all the more spectacular! It also features sampled crowd sounds to build atmosphere and a running commentary that sounds like a hyperactive John Motson.

Needless to say, there are loads of options from the training pitch to tournament matches and the level of realism is extended to the players susceptibility to fatigue, denoted by smiley faces and unhappy ones. There are nearly 30 international teams in all and, naturally, they're all rated according to present talent and established reputation. Set for release in January 1995 ISS could well be one of your new years resolutions!

Moments of genius

International Superstar Soccer gives players the chance to really work on their ball skills. As you would expect, there is a training facility where new moves can be tested out. There are a whole range of flashy things the real 'artist' should try out. Know the Pele flick? This involves flicking the ball up with the heels and over the head. Likewise there are opportunities to chip the ball up and volley it Le Tissier-style as well as the usual diving headers and overhead kicks.

Balanced on a knife edge

Moments of genius and exhilaration make football so much more worth while. A Scenarios option in ISS puts the player in one of those legendary football situations - a minute on the clock and a goal to win, victory puts the team into the next round, a corner kick situation at the end of extra time! Have you got the nerve?

Any comments?

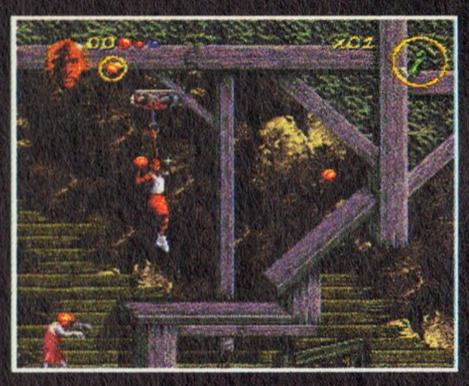
World Cup '94 saw a few new commentators offering their drivel. Once the four week period was over we'd wished they'd never returned to the mike. ISS goes for the more Brazilian approach with the commentator shouting out al the exciting goings on, offering vocal celebrations to match those on the pitch. Being a perceptive fella, the commentator reacts to quick and surprising changes in play or inventive build ups.

(ABOVE) The players watched in amazement, not believing what they were seeing. It appeared that the ball simply wasn't coming down!

don't

flunk

Explore and conquer 24 perplexing levels of fun



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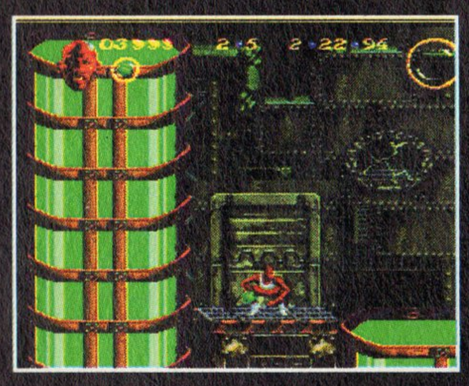
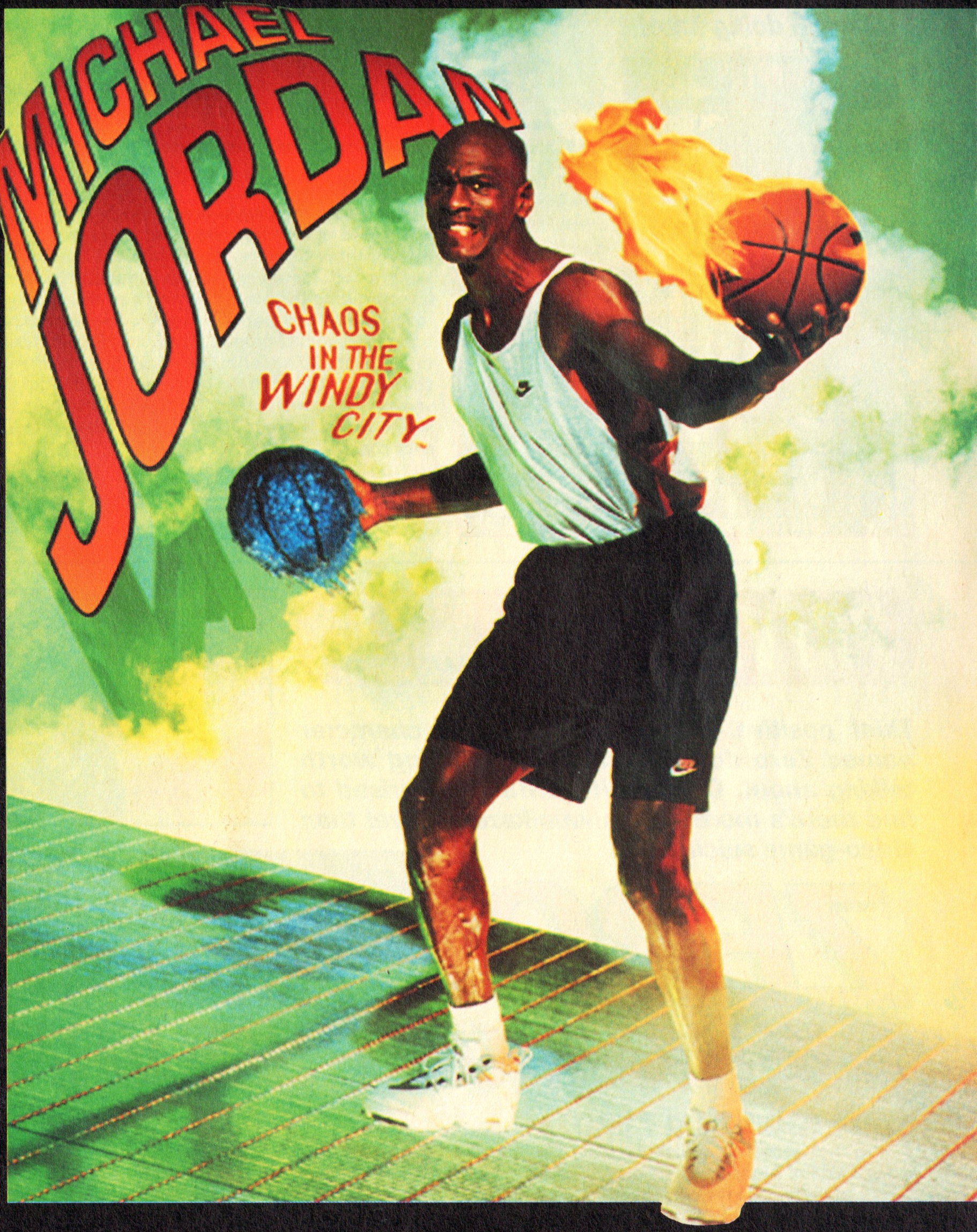
Slam dunk for extra points and power-ups



dunk

Awesome animation utilising digitised video footage

SUPER NINTENDO™
ENTERTAINMENT SYSTEM



It's a twisted adventure created by vengeful mad scientist Dr. Max Cranium! He's kidnapped an entire basketball team and now they're under lock and key hidden in his dark and dangerous lair beneath the streets of Chicago. Control Michael Jordan's every move as he takes on the evil Dr. Max Cranium to rescue his teammates.

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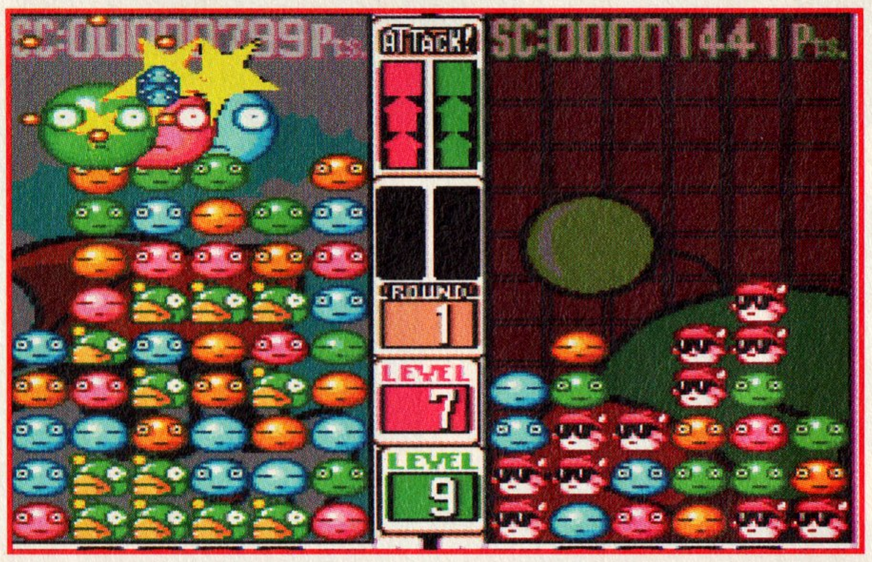
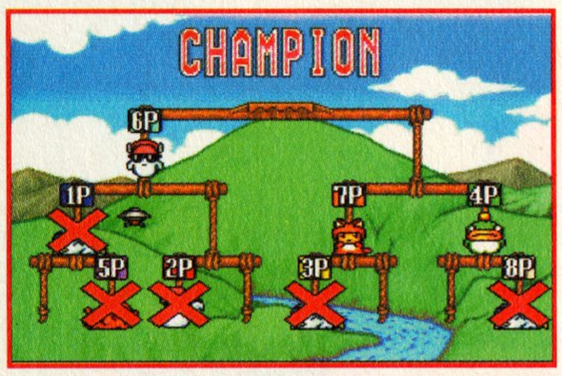
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

Oh yes! The first game ever written especially so even an idiot can enjoy it. Hebereke is that idiot; he's the fellow with the green skin, big lips and bobble poking out of his head. Strangest thing is this game requires quite a bit of brain work to perform well. So what's a drunken fool like Hebereke doing here!





HEBEREKE'S POPOON

(LEFT)Tension as the gang face relegation.

IDIOT!

The game is very simple to approach, it's just a case of matching coloured blobs in rows of three or more. Very much like Puyo Puyo in fact. However Popoon is quite unique too, incorporating the use of varying degrees of magic to spice up the action. This is all achieved by creating the usual chain reactions and illuminating the relevant lights. With the distinctive Hebereke characters offering their crazy looks and lunatic voices to the proceedings, it all begins to look and sound like one of the most bizarre video-games ever conceived.

Try to keep a cool head until issue #27 arrives on the shelves.

A GAME FOR IDIOTS!!!

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

Think positive. Just because this is a character named Zero doesn't make him nothing worth talking about. Or does it? NMS is surprised to find there's more to this kamikaze squirrel than video-game suicide.

ZERO THE KAMIKAZE SQUIRREL

COUNTDOWN TO ZERO

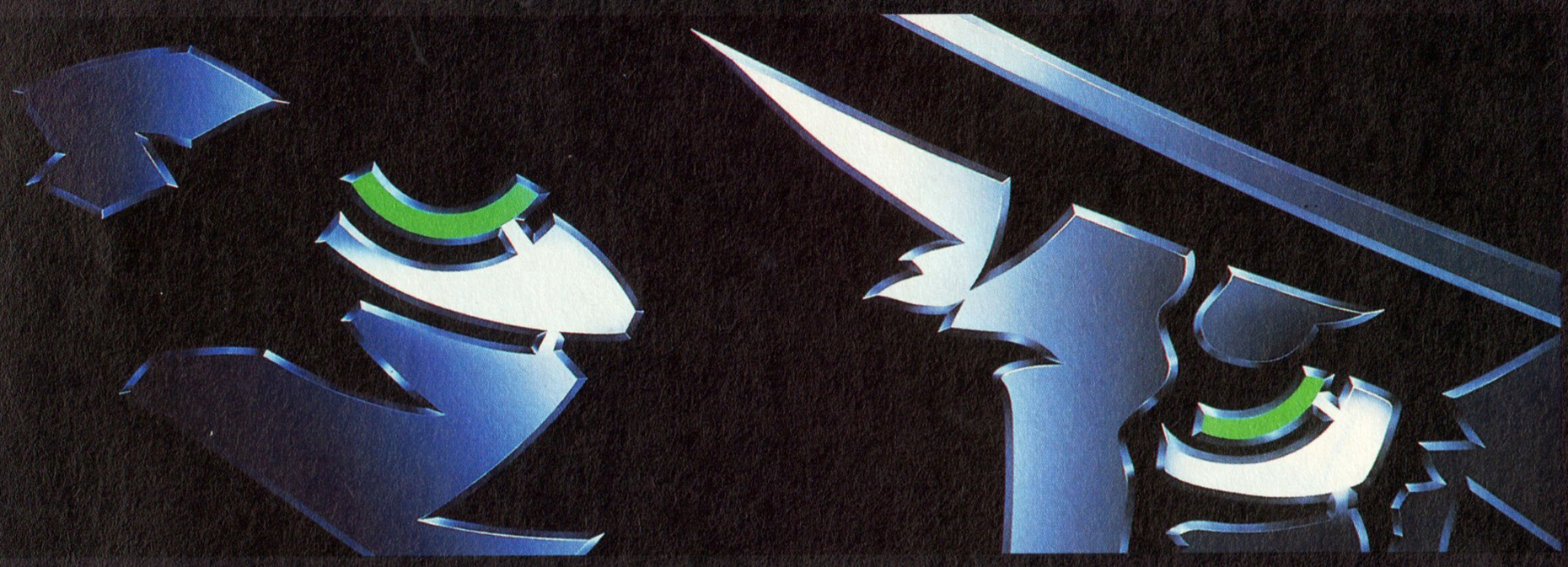
Like his rival Aero the Acrobat, Zero once belonged to the World of Amusement Circus. The similarities don't end there. Like his batty buddy Zero is forced to leave the circus when he hears that his home forest is under threat from a Lumberjack named Jacques LeSheets. It is the player's responsibility to guide Zero in his mission to stop LeSheets' axe from falling.

TREE DIMENSION

Zero has many truly unique skills. While his environment may look familiar to most games players the methods he uses to get around are much smarter than average. Tactical use of the jump button prompts Zero to spin, jump and dive. He can also 'Flic-Flac' to gain extra height and kick his enemies out of the way as he goes. Being skilled in the martial arts affords the buck-toothed buckaroo to excel with nunchakus and throwing stars too.

More details on this promising new super hero next month.

SIDE WITH AERO THE ACROBAT'S NEMESIS!



I'LL BE THERE, AROUND EVERY CORNER' IN EVERY ROOM AS INEVITABLE AS YOUR GUILTY CONSCIENCE

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

MEGA DRIVE

The Shadow™

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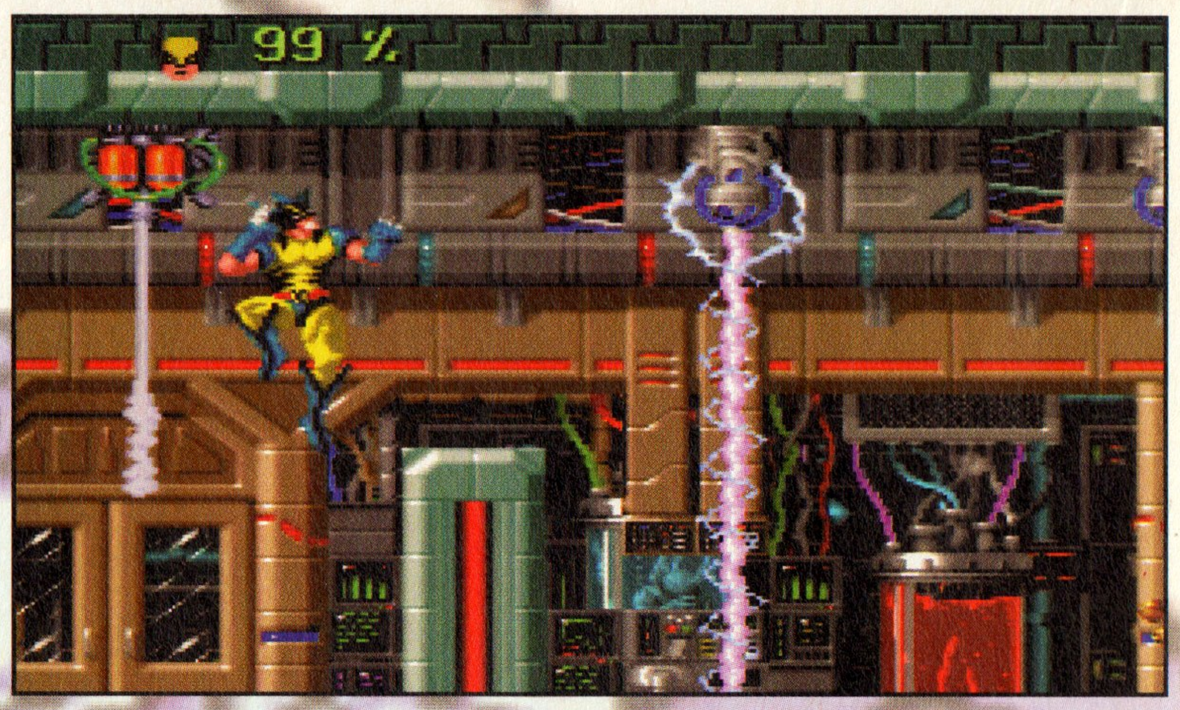
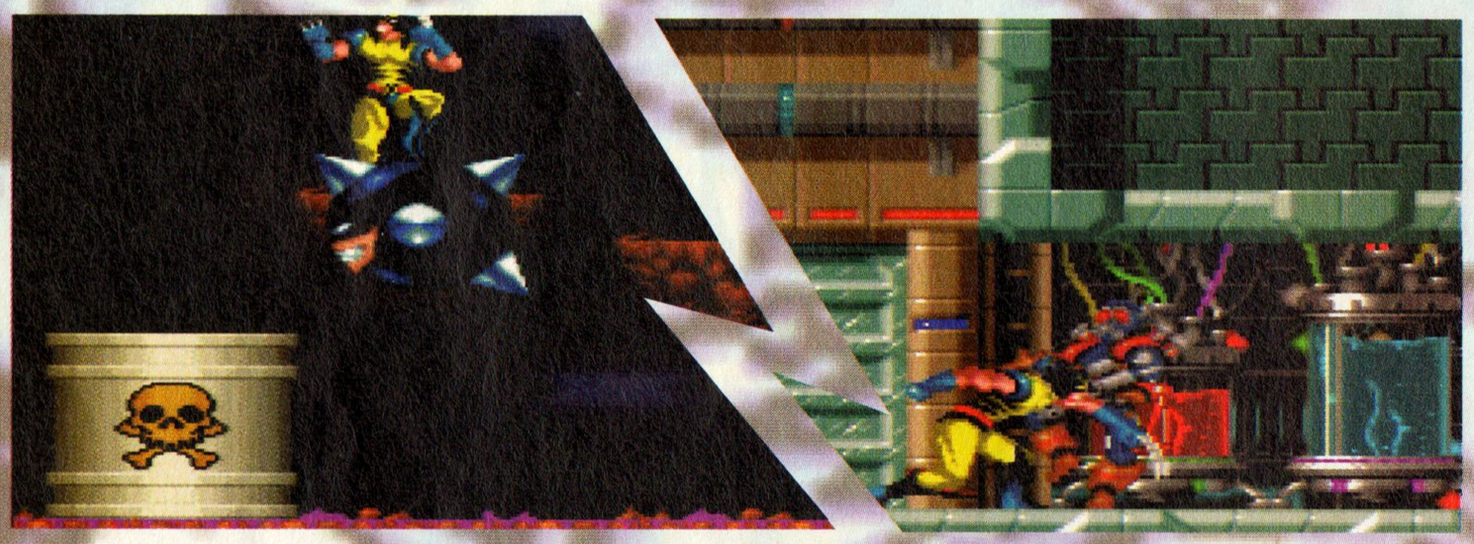
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

It must be difficult letting people know who you are when you're not sure who that person is yourself. Even the sketchiest of details of Wolverine's past are believed to be implanted. However this X Mutant has plans to improve his future, and they now include a Super NES game!



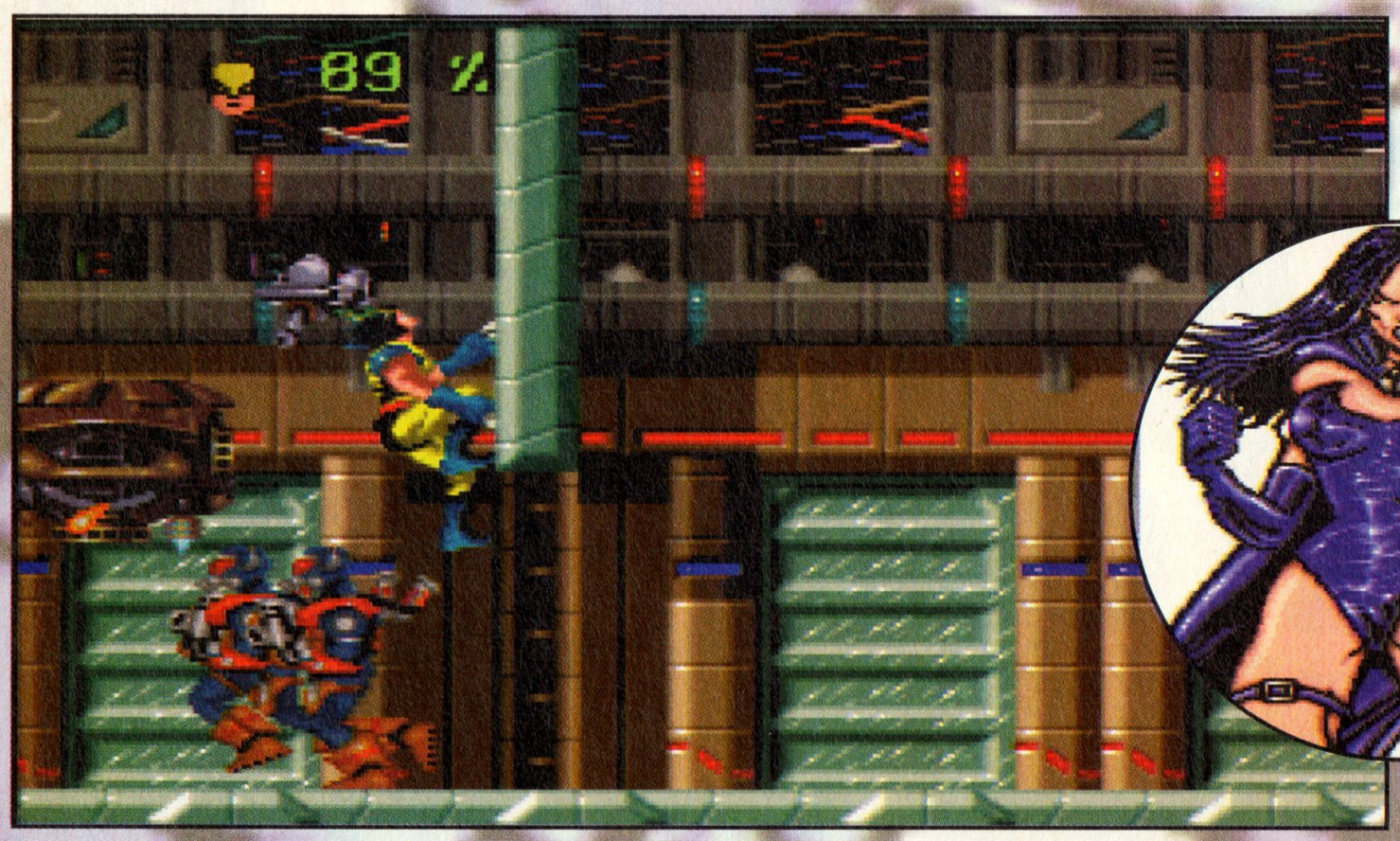
WOLVERINE



HE BOOTS - HE CLAWS!

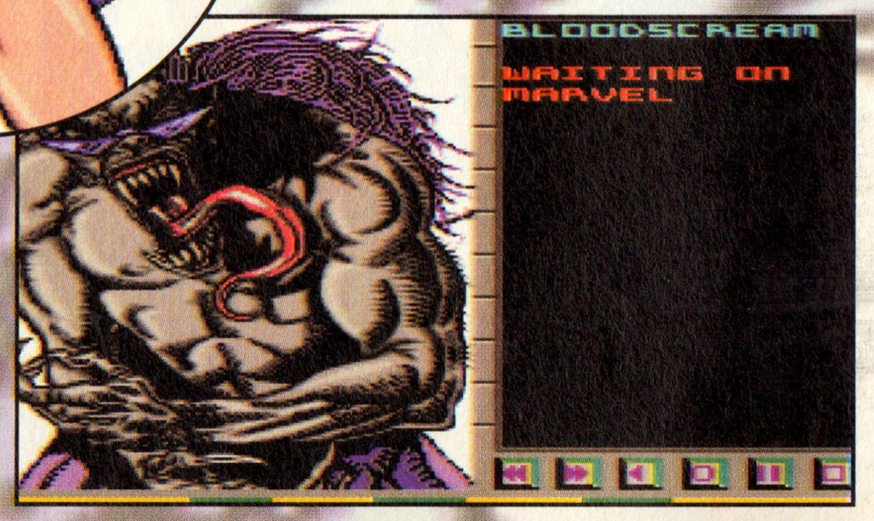
Portrayal of action heroes is something at which Acclaim have become quite adept. With LJN now sitting at command centre, the very same people who produced the WWF titles for the Super NES, it's no surprise to find Wolverine in possession of some pretty cool fighting techniques. All six buttons are assigned to different combat moves, making Wolverine the most versatile star of a scrolling beat 'em up around.

ORIGINAL MARVEL STORYLINE
DEBUT OF NEW MARVEL SUPERVILLIAN "FUGUE"!
A MASSIVE ARRAY OF WOLVERINE MOVES



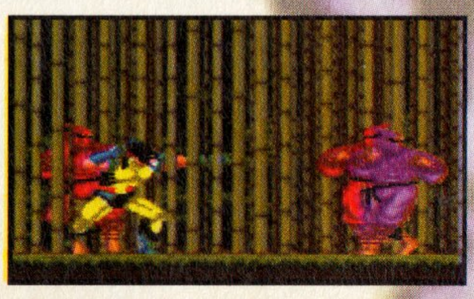
BEST OF ENEMIES

Each supervillain faced in the game dictates the scenario faced by Wolverine. Imagine the terrors of a level devised by Bloodscream, Lady Deathstrike or even The Great Beast putting Wolverine to the test so that you may prepare for assaults from vampires, samurai cyborgs and a monster so grotesque it defies description. LJN's creativity is certainly forced to work hard here.



A FUGUE BAD MAN

As an added incentive for hardcore Wolverine fans to snatch up a copy of the game when it's released, Marvel have given Acclaim the right to debut a new Supervillain. No details of his appearance or supernatural powers are known, only his name - FUGUE. Sounds ominous!

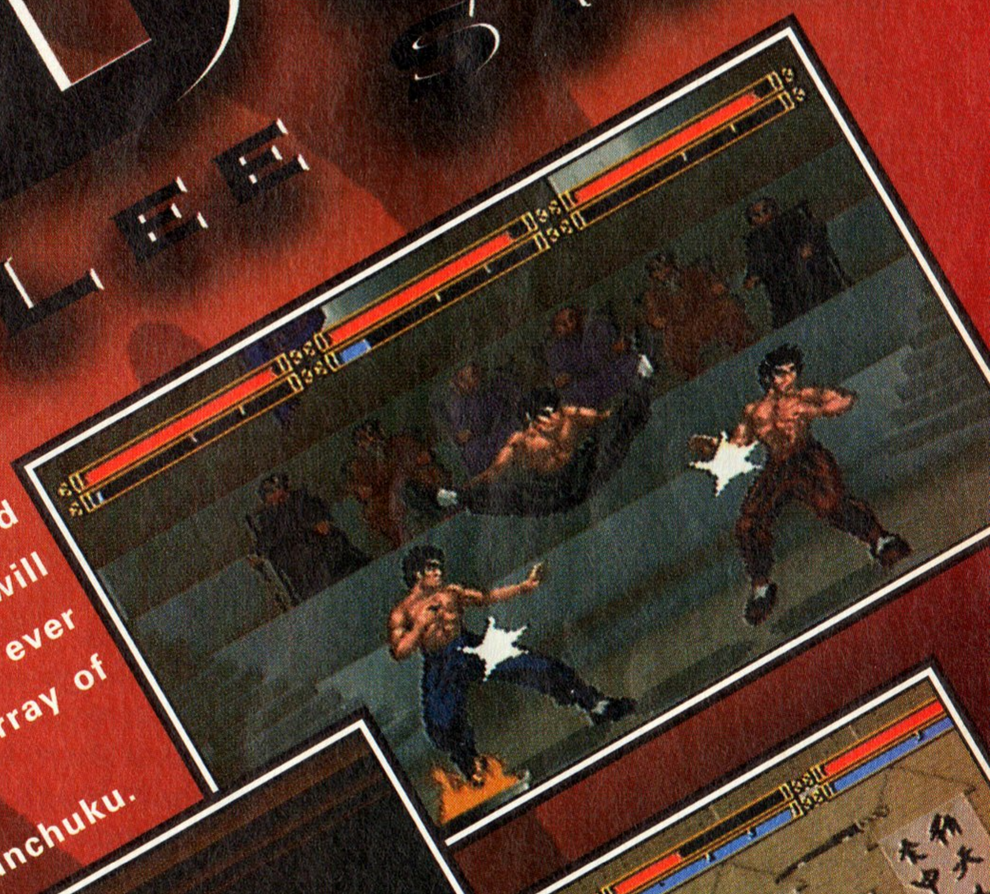


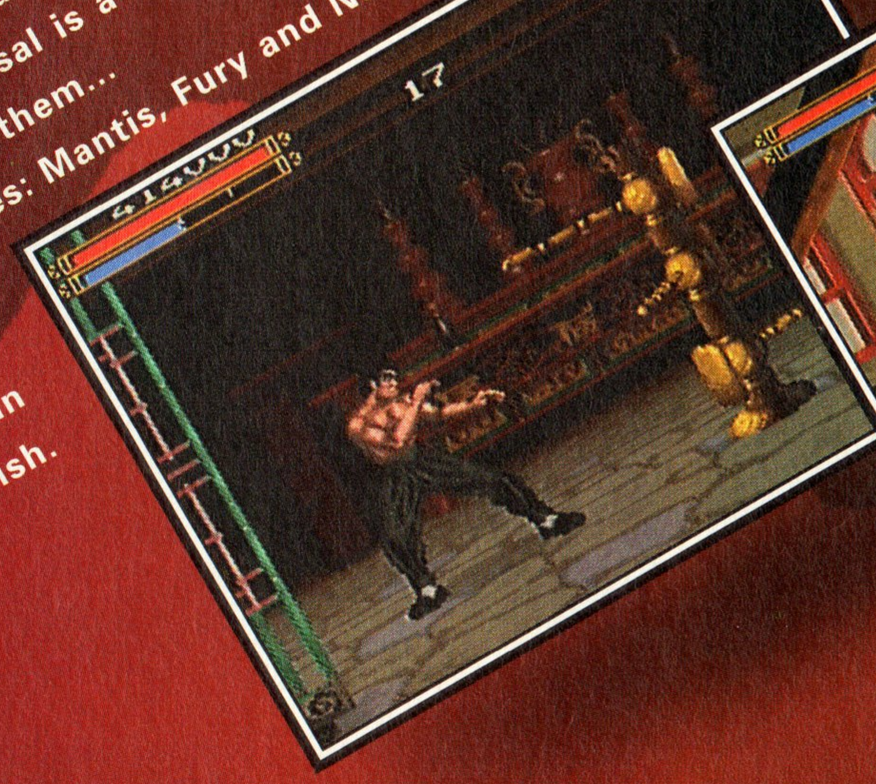
DRAGON

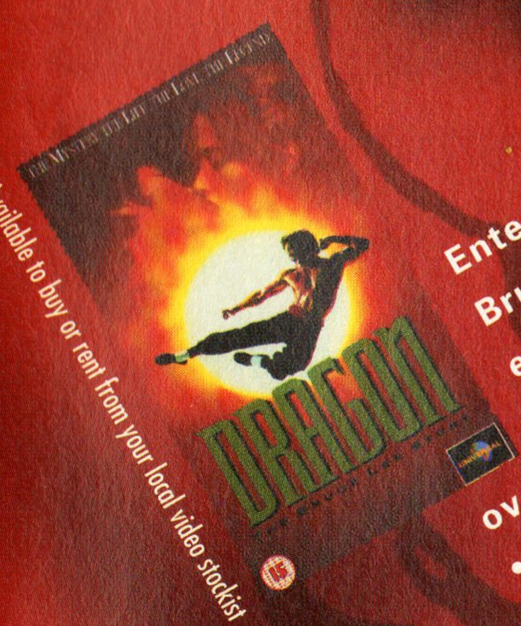
THE BRUCE LEE STORY

Enter the world of Dragon. A place where the martial arts legend Bruce Lee lived for 32 troublesome years. A place where you will encounter a multitude of the smartest and fiercest opponents ever seen in a beat-'em-up. At your disposal is a devastating array of over 35 different moves. You **WILL** need them...

- Contains three different fighting styles: Mantis, Fury and Nunchuku.
- Many secret special moves to discover.
- Using a Multi Tap™, three human opponents can fight to the finish.







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SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA GAME GEAR

SEGA Master System™

SEGA MEGA DRIVE

Virgin

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PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

LATEST GAME FROM CREAT
INNOVATIVE POINT 'N' CLIC
A VERY SICK SENSE OF HU

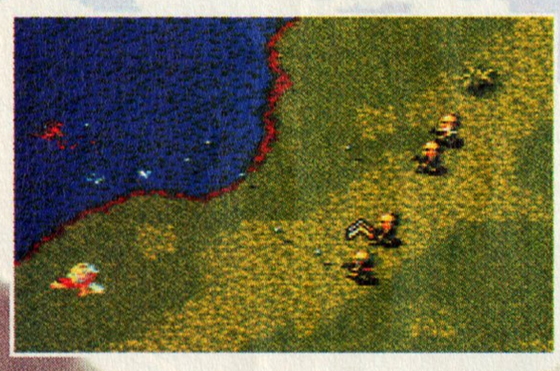
CANNON

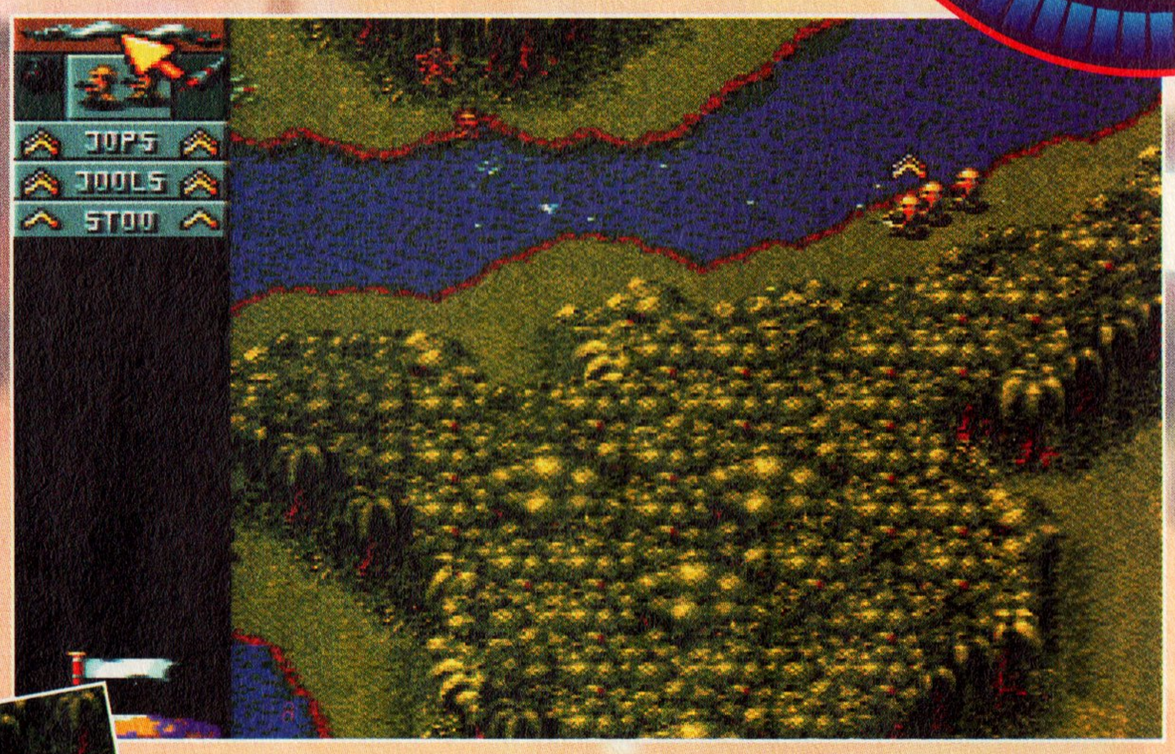
Ever heard of Cannon Fodder? If not, shame on you - and indeed your entire family. This shoot 'em up is one of the classiest, funniest and downright sick games available for the home computers... and it's coming out on the Super NES early next year.

The player has access to a number of raw recruits, and it's his job to take these recruits into enemy territory... and turn them into grizzled soldiers of war. The game is a multi-directional scrolling shoot 'em up, using an unusual point 'n' click interface. It's kind of like using windows on a PC... except that you use your trusty Super NES joypad instead of a stupid mouse. Guide the pointer to where you want your soldiers to go, click a button and off they march. Inevitably, you'll find yourself up against enemy troops. Just move the cursor over them, press the fire button and watch your bullets turn your foes into lifeless, twitching corpses (well, maybe not, because the sprites are quite small and more cartoon-like in nature).

The thing about Cannon Fodder is undoubtedly its wicked sense of humour. Each of the levels has amusing, jingoistic titles and this sick humour extends to the game itself in a number of amusing sprite-based gags.

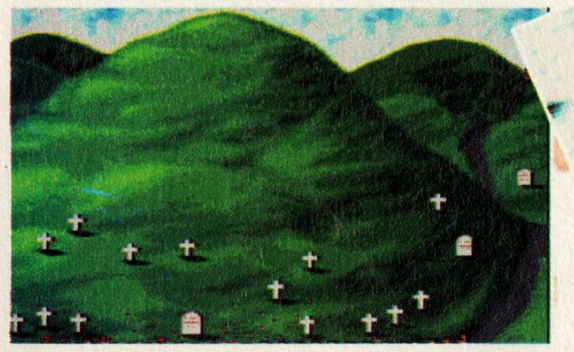
From what we've seen of the Super NES version, NMS can report that the conversion work is progressing at a frightening speed, with everything from the computer originals being added to the Nintendo game. This should be a brilliant blaster - look out for full review-type coverage in the January issue of this fine magazine.

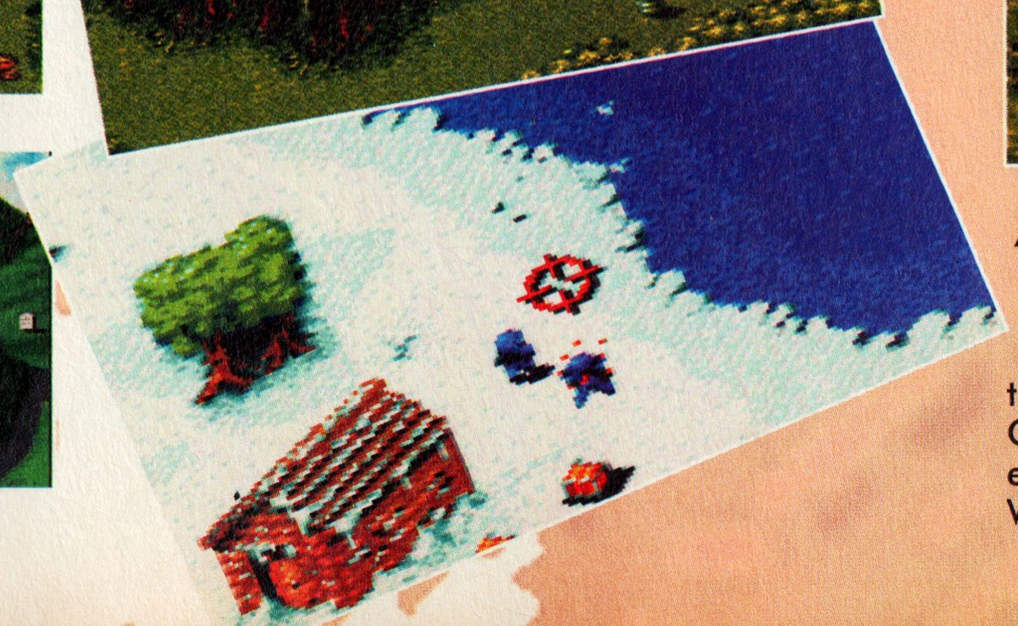




MY LAST GRENADE...

Machine guns are all very well for blowing up people, but when it comes to large buildings, you need something with a little more "oomph", as it were. Something like a clutch of explosive hand grenades for instance. These are stored in large containers dotted about the enemy camps - just walk over them to collect them. And then, laugh diabolically as you grenade the hapless fools' abodes with joyous abandon. Ahahahaahaa!





ASSAULT AND BATTERY

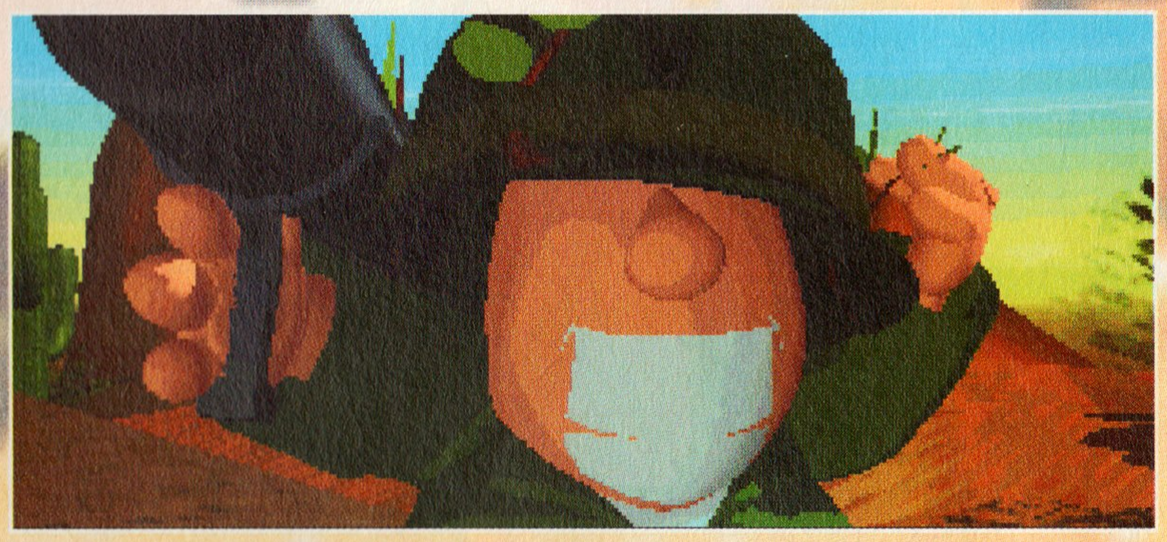
As your recruits (hopefully) survive campaigns, they become better soldiers. And since Cannon Fodder is a large game, you'd better make use the save game option, pilgrim. Yes, indeed, Cannon Fodder has a small battery contained in every cartridge used to save off game positions. Which comes in very handy, actually.

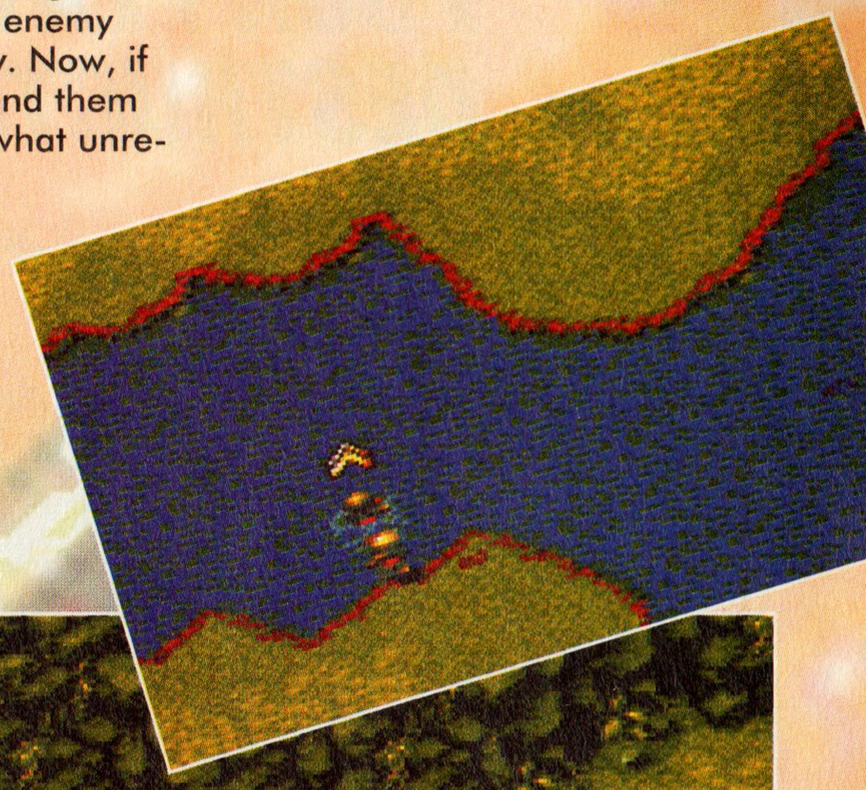
ORS OF SENSIBLE SOCCER K BLASTING MOUR...

FODDER

SCREAMS OF AGONY?

Cannon Fodder gives you the opportunity to become something of a sadistic mutha. Sometimes, your bullets merely wound your enemy opponents, leaving them whimpering somewhat pathetically. Now, if you're a really nasty person, you'll shoot them again and send them flying across the screen in a hilarious, not to mention somewhat unrealistic manner.





MISSION AIMS

Each mission has an overall aim for you to carry out. Basically, it usually involves destruction in some shape or form. Preferably large amounts of it. Killing every enemy troop on the level may be the order of the day, or perhaps razing their abodes to the ground with a well-placed grenade. Some missions are even split into different "phases", each with their own specific aim.

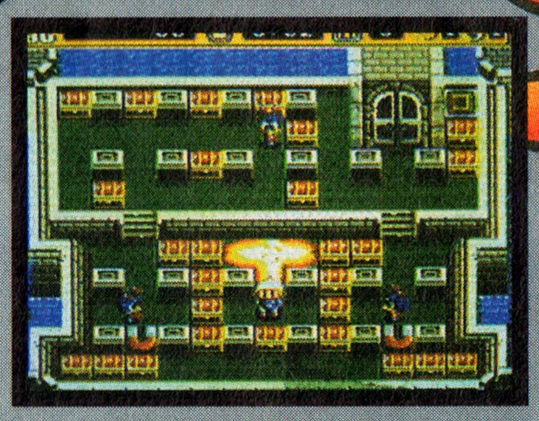
(LEFT) *Sorry to disappoint you but these shots on the left here are not included in the Super NES version of this smart game but are here to make the page look pretty. What rotten tricksters we are, eh!*

A VERY SENSIBLE GAME

The designers and original coders of Cannon Fodder are the very cool Sensible Software - a most illustrious band of programmers. They're best remembered for the incredible Sensible Soccer (probably because it's gpt their name in it), although they've also produced such classics as Mega-Lo-Mania and other games which didn't reach the Nintendo consoles, such as Wizball and Parallax (ask your older brother).

MIND BLOWING FOUR PLAYER DESTRUCTION

EXPLO



"Playable and addictive beyond belief ... Super Bomberman 2 is it" – Total 94%

"Superb multi-player action" – NMS 92%

AVAILABLE IN NOVEMBER

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: UBISOFT
- PRICE: £44.99
- RELEASE: NOVEMBER
- GAME TYPE: RACING
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-4
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: N/A
- OPTIONS: Oh yes!

GAME INFO

- GAME ORIGIN: This motor racing game is based on the sport of motor racing. It's also similar to Road Rash, though only slightly.
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Impress friends with incredible driving skils for two days solid!
- ALTERNATIVES: Dare I say it - Mario Kart!

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Front attack

A — Side attack

B — Accelerate

Y — Turbo

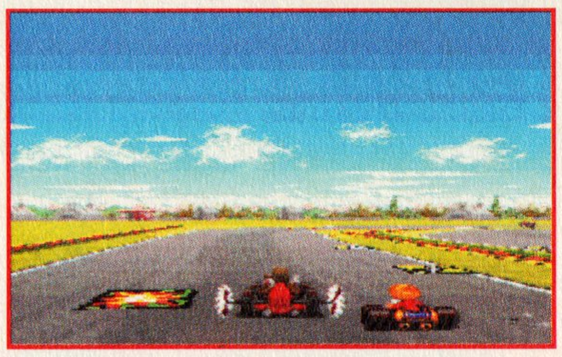
L/R — L: Punch left, R: Punch right

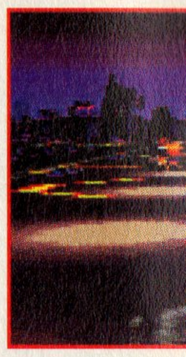
S — Start: Choose driver, Select: Nothing

GAME CREDITS

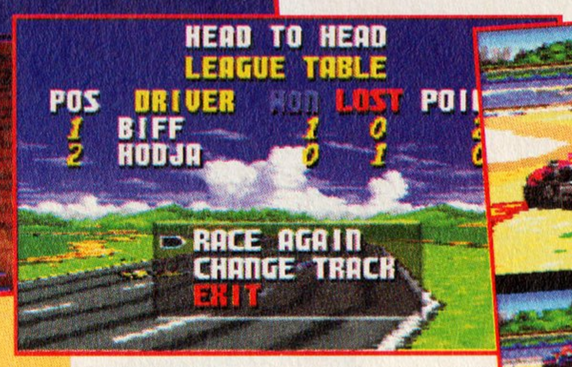
- DEVELOPED BY: VIVID IMAGE
- DISTRIBUTED BY: UBI SOFT
- MADE IN: ENGLAND
- ARTWORK: © 1994 UBI SOFT

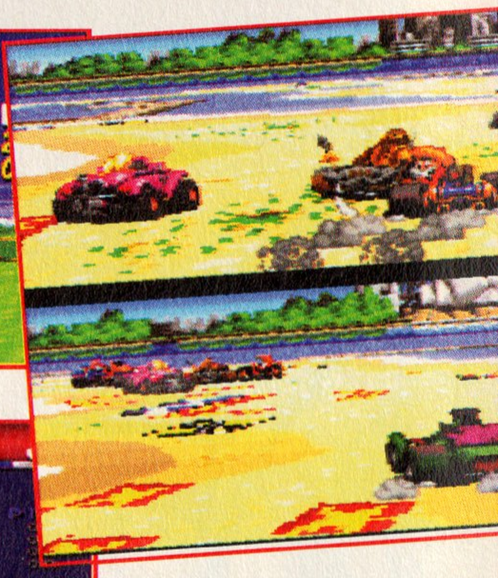
Here's a tricky poseur for you - what kind of intro do you write for a game where the sole object is to race at hair-raising speeds around a series of dangerous courses whacking the seven living shades out of any competitor who dares to get in your way? Do you write an amusing one detailing each of the eight characters' hilarious special moves? Or perhaps a factual one telling the readers that one to four players can compete simultaneously without one single jot of slowdown. You might even take the cynical approach and go on about its similarities to a certain other spit-screen racer. But me, I prefer to cop out and write a feeble intro like this and hope that the readers will skip it and go straight into the review...





STREET RACER



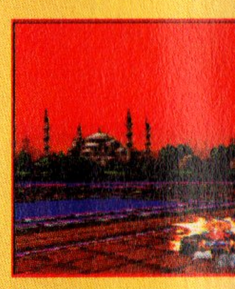


IT'S NOT THE WINNING - IT'S THE TAKING APART!

Somewhat magnaminously, this game allows potential gamers the choice of eight characters all of which are more than willing to race on your behalf. As you are bound to expect each has their own special racing abilities, to say nothing of their special attacks. So, heck, let's go and meet them...

NAME:FRANK
AGE:100
COUNTRY:TRANSYLVANIA
COMMENTS:Frank's driving style is a bit like your dad's - slow and in the middle of the road.
VEHICLE:The sort of low-slung custom caddy that he thinks impresses the girls.
SPECIALS:Screaming Banshee Attack and Big Monster mash.
HOME TRACKS:Where else but in a graveyard in the shadow of a haunted house. Watch out for the bumpy gravel sections.

NAME:HODJA NASREDDIN
AGE:4003
COUNTRY:TURKEY
COMMENTS:What a beardy bundle of chuckles Hodja is - unless you cut him up through the chicanes. Then his ancient magic is brought into play to fry your sorry ass!
VEHICLE:More magic carpet than motor vehicle, capable of remarkable feats.
SPECIALS:Magical Force Field and Rubber Ottoman Dagger Swipe
HOME TRACKS:Istanbul is twisty, cobbled and full of short cuts!



STREET RACER

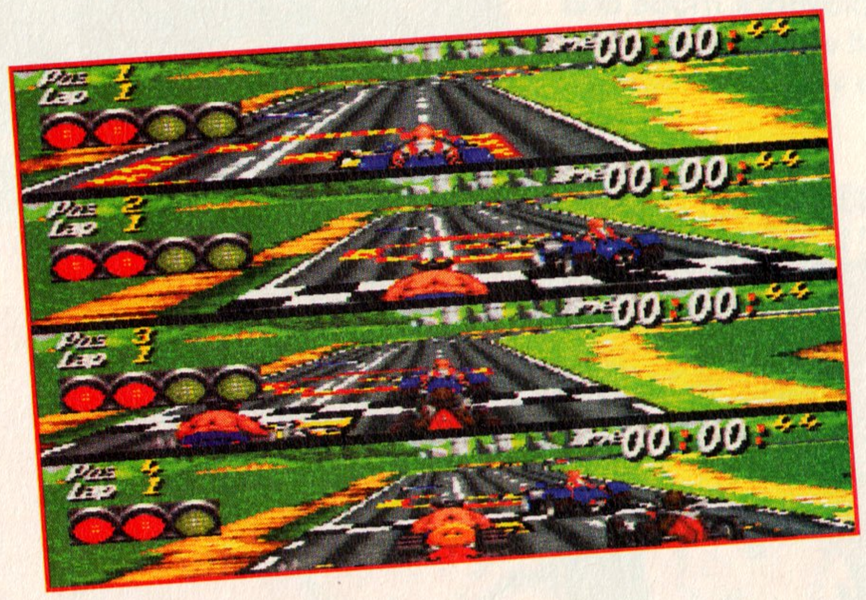
REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

MODES AND ROCKERS

It's not all race, race, race you know. In fact Street racer offers players a bewildering array of play choices only a few of which actually have anything to do with racing at all. They are as follows...

CHAMPION THE WONDER COURSE

Yer honest-to-goodness normal racing comes in a fair myriad of forms itself. First off there is the Practice mode available in 1-4 player varieties, then there is the Head-to-Head - again for 1-4 players where each player chooses their own tracks and number of races. Next there is the Championship which comes in yummy Bronze, Silver or Gold flavours. Here the computer tailors the challenge to suit the ability of the characters competing. Finally there is the Custom cup where players can create a season of races in whatever number or order they flippin well like.

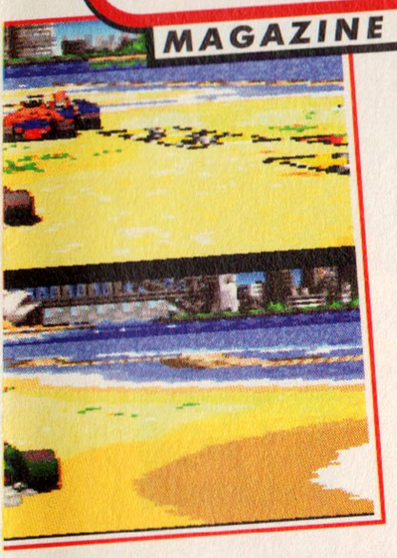


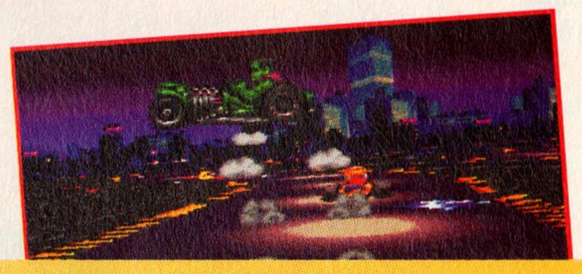
LET'S GET READY TO RUMBLE

One for the complete moron this. The basic idea in this game is to charge around an open track at top speed and try to barge your opponents off the edge into oblivion by whatever means necessary. There are three levels of play. for simpletons there's the Arena where a wall surrounds the course that can only be broken through if it's hit more than once. For idiots there is barrier with gaping holes already built in and for the few sandwiches short of a picnic brigade there's the no—barrier-full-on-gibbon-alert mode. Great for practising all the characters' special attacks, though, and quite a grin in four player mode.

A GAME OF ONE HALF

What better way to relax after a hard Rumble than by donning a pair of studded tires and taking to one of three surface types (Wood, grass and ice) and having a good old kick around. Street Racer allows players the option to do just this with a further choice of having time limit or goal limit matches. You can even put after-touch on the ball!

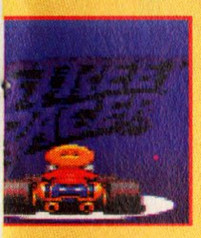




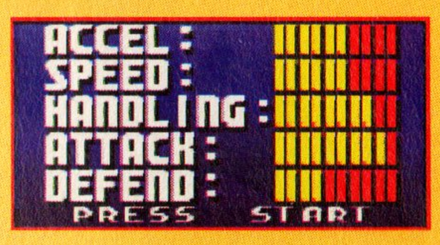
COMMENT

ANDY

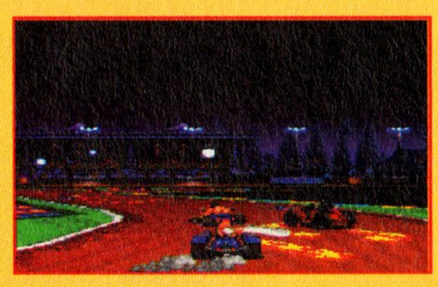
This is my kind of game - you can play as dirty as you want and you get bonus points for it too! Lowdown rotteness aside this is one of the best racing games I have played for some time. In one-player it's challenging, two-player's a smirk, three's a broad grin and four makes your teeth fall out. This is totally due to the sheer playability of the game, with speedy responsive motors, devilishly hazardous tracks and lots of ways to annoy the competition. The Soccer and Rumble modes are an interesting addition too but pale somewhat next to the real racing action. It's a classic so buy it.

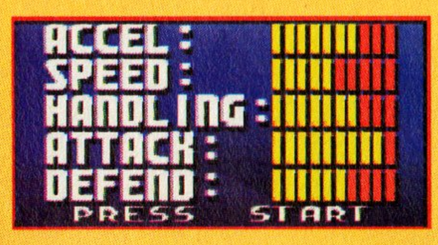


NAME:SUZULU
AGE:40-SOMETHING
COUNTRY:AFRICA
COMMENTS:Not as mean or strong as he looks. Stealth and handling play a major part in Suzulu's driving style.
VEHICLE:A bit of an eco-warrior, Suzulu's car is made entirely of natural products like sticks, rocks, skins and rhino heads!
SPECIALS:Rhino Charge, Rhino Head and Voodoo Stick Poke.
HOME TRACKS:The wide open spaces of the African plains are broken only by the occasional joshua tree or termite mound.



NAME:BIFF
AGE:19
COUNTRY:USA
COMMENTS:Not the sort of guy to engage in polite conversation, Biff clobbers with his baseball bat first and ask questions later. He is vicious but fair and treats all the other drivers exactly the same - with complete contempt!
VEHICLE:A 4WD beach buggy that would handle like a dream if only Biff wasn't the driver. Not too speedy either.
SPECIALS:Monster Grapple and Baseball Bat Punch.
HOME TRACKS:Like the driver these tracks are fairly simple, usually being dirt ovals where snazzy cornering and max aggression is the key.





REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

PLAYBACK TO THE FUTURE

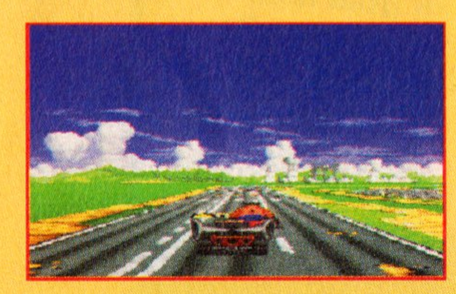
Feel a bit good about winning that last race? Like to see that bit where you whipped someone in the face with a wet beach towel and sent them careering off course again. Then simply pop into playback mode and you can watch the whole shebang all over again from each character's viewpoint or from a variety of camera angles. Blimey, that's really clever.

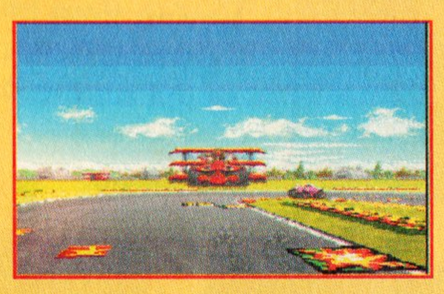
COMMENT

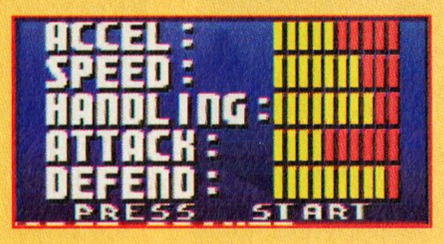
PAUL

Anyone seeking a furiously fast, freaky kind of four-player racer should snap this one up double quick! Street Racer boasts so many features it's untrue, and they're all put to surprisingly good use. Four-player mode works much better than expected, and the highly adaptable game-play makes all the difference in close competitions. Just to clear any doubts over how the four-player split-screen actually works so well, remember how unimportant it is to see behind or above the car when the middle distance is all that concerns the driver. It looks odd but, honestly, it's all that's required. Both the soccer and Rumble options are rather insubstantial but a laugh nevertheless, so it's great to see these included as a bonus to a great value cart. Street Racer is super charged and super cool. Music to cry for though!

NAME:RAPHAEL
AGE:23
COUNTRY:ITALY
COMMENTS:He's rich, handsome and a great driver. So he hasn't got any friends, whatsoever.
VEHICLE:A slick Italian sportster that's quick off the mark but handles like a slightly damp slug.
SPECIALS:Gold Chain Grapple and Stereo Horns. HOME TRACKS:Cater for speed freaks, Raph's countryside courses require great skill.

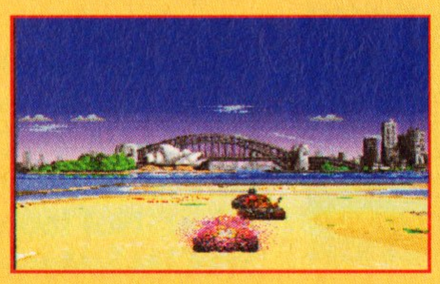


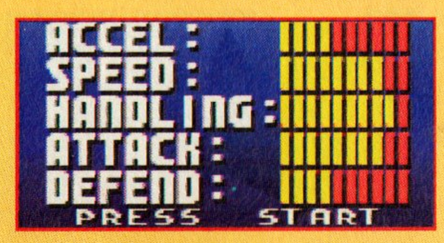




NAME:HELMUT VON POINTENEGGER
AGE:RETIRED
COUNTRY:GERMANY
COMMENTS:Whatever you do don't mention the war, or the World Cup.
VEHICLE:A tough-as-old-jackboots racer with three distinct advantages - triplane wings. Narrow tires make it a bit suspect around tight bends.
SPECIALS:Spinning Side Saws and Walking Stick Strike.
HOME TRACKS:Disused airfield tracks are a racer's dream.

NAME:SURF SISTER
AGE:IT'S RUDE TO ASK!
COUNTRY:AUSTRALIA
COMMENTS:Phwooaarr! Arrooo! Arrooo!
VEHICLE:Big on style, low on speed but great for those sandy courses.
SPECIALS:Mr Blobby-style beach balls pop out of her wheels and she uses her charms to lure opponents before flicking them away with an eye-watering Beach Towel Flick. Ooyah!
HOME TRACKS:Take a wild guess! Keep on the racing line and stay out of the water!





NAME:SUMO SAN
AGE:UNKNOWN (FROM THE FUTURE)
COUNTRY:JAPAN
COMMENTS:This ex-sumo champ doesn't mind throwing his weight around and uses hi-tech future gadgets to win.
VEHICLE:Strange and futuristic with gadgets of a strange futuristic nature.
SPECIALS:Electric Shock, Sumo Splash and Sumo Smack.
HOME TRACKS:Set in a neon future city with a smooth metal surface and disorienting flashing lights.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	■
ACTION			■	■
CHALLENGE			■	■
REFLEXES			■	■
ORIGINALITY			■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	■
DAY			■	■
WEEK			■	■
MONTH			■	■
YEAR			■	■

GRAPHICS — 91

▲ Neat, tidy, well animated and above all else speedy and, flippin eck, no slowdown! Not even a bit. Even in four-player mode!

SOUND — 80

▲ Cool revvy noises and effects...

▼...but you'd have to be a fan of the testcard to get into the tunes.

PLAYABILITY — 92

▲ The word playability was invented especially for Street Racer. It's fast responsive, fun and you get bonus points for being dirty!

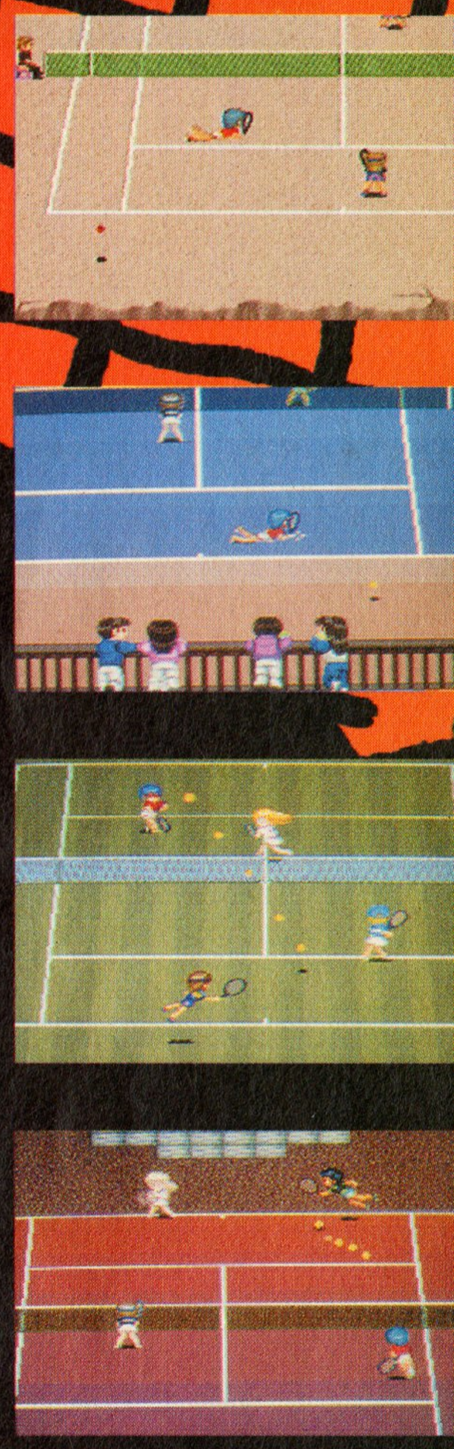
LASTABILITY — 90

▲ Lots of courses, soccer, the rumble, different cups, guaranteed laffs for up to four players and even a few secrets to discover. Opportunity to develop racing skills too.

OVERALL — 92

A thoroughly smart racing game that encourages some really devious play. An absolute must-buy for speed demons with like-minded mates.

SMASH TENNIS™



The adrenalin's pumping, and the crowd is on the edge of its' seat, waiting for you to play Smash Tennis. Jam packed with options and features, with 9 gloriously realistic courts, including grass, indoor, clay, and even a mountain top! Choose Tournament option and play up to four of your friends using the multi tap system, or sweat it out against up to 21 computer opponents, if you dare.

- Super Gamer, Gamer Gold 94% "...its the most fun you can have with a ball!"
- Super Action, 95% "Smash Tennis has more options, more scenarios, more extra touches, and more playability than any other tennis game currently available on the SNES".

namco™ Virgin

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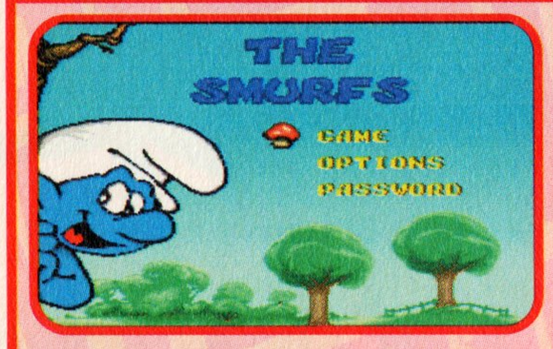
Virgin Interactive Entertainment (Europe) Ltd., 338A Ladbroke Grove, London W10 5AH.

Design & Artwork by Funhouse.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: INFOGRAMES
- PRICE: £45
- RELEASE: NOVEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: None
- OPTIONS: Difficulty/sound

GAME INFO

- GAME ORIGIN: Homage to the (in)famous Smurfs
- GAME DIFFICULTY: Unforgiving
- SCORE TO BEAT: Finish the game without losing a life!
- ALTERNATIVES: Mr Nutz, Super Mario All Stars and all other platform games of a bum-bouncing-to-kill-baddie nature.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Smurfing

X — Nothing

A — Throw object

B — Jump

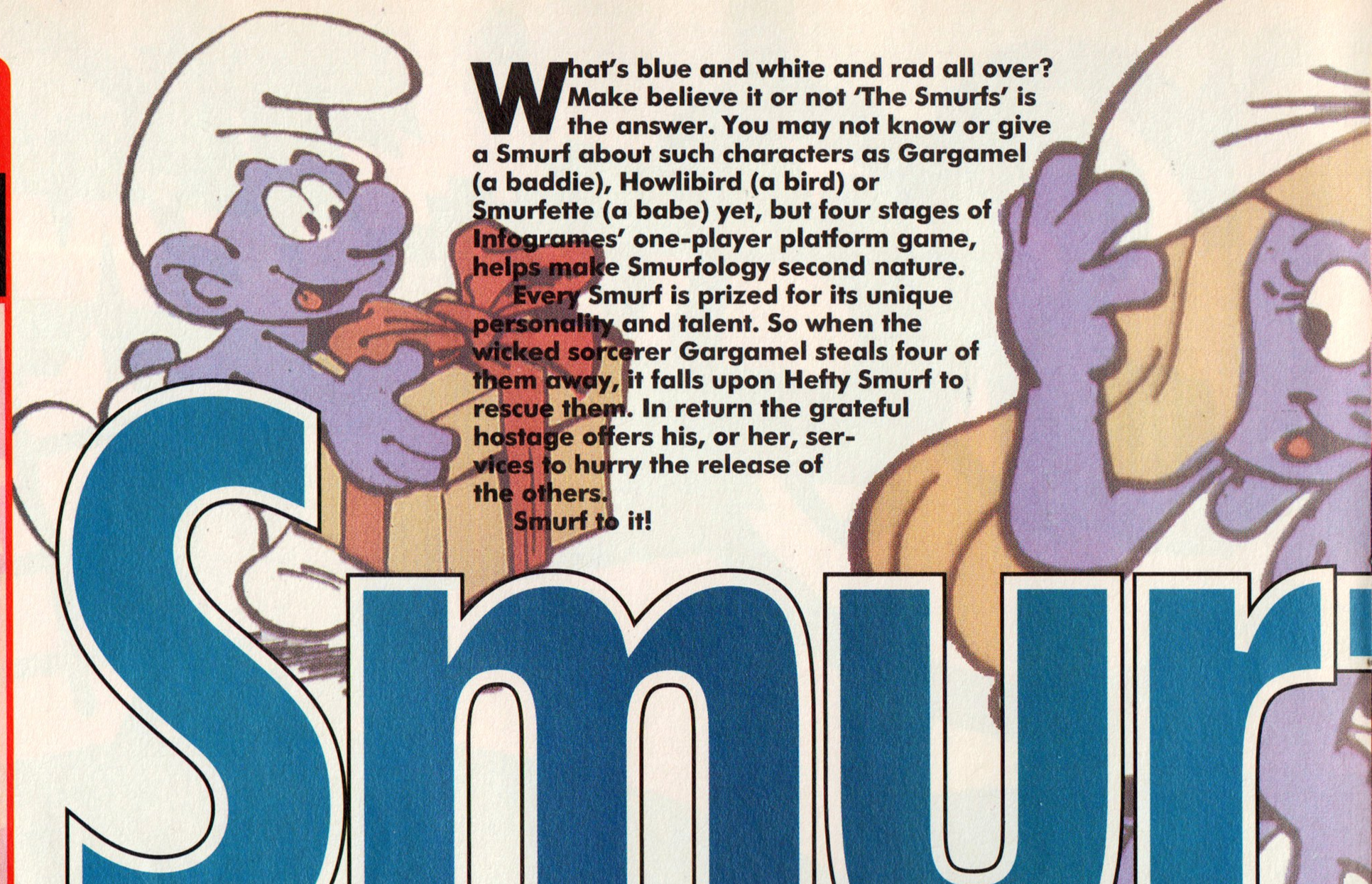
Y — Nothing

L/R — L: Nothing, R: Nothing

S — Start: Pause, Select: Nothing

GAME CREDITS

- DEVELOPED BY: INFOGRAMES
- DISTRIBUTED BY: INFOGRAMES
- MADE IN: FRANCE
- ARTWORK: © PEYO 1994

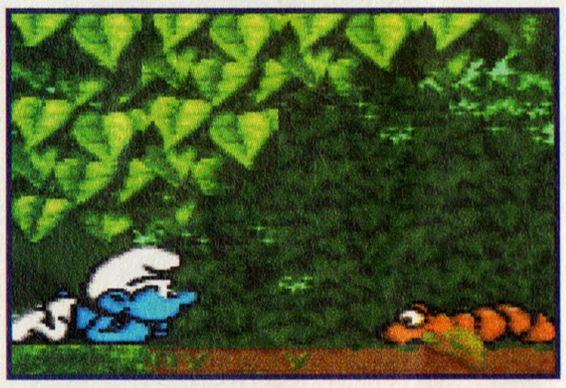


What's blue and white and rad all over? Make believe it or not 'The Smurfs' is the answer. You may not know or give a Smurf about such characters as Gargamel (a baddie), Howlibird (a bird) or Smurfette (a babe) yet, but four stages of Infogrames' one-player platform game, helps make Smurfology second nature.

Every Smurf is prized for its unique personality and talent. So when the wicked sorcerer Gargamel steals four of them away, it falls upon Hefty Smurf to rescue them. In return the grateful hostage offers his, or her, services to hurry the release of the others.

Smurf to it!

Smurf



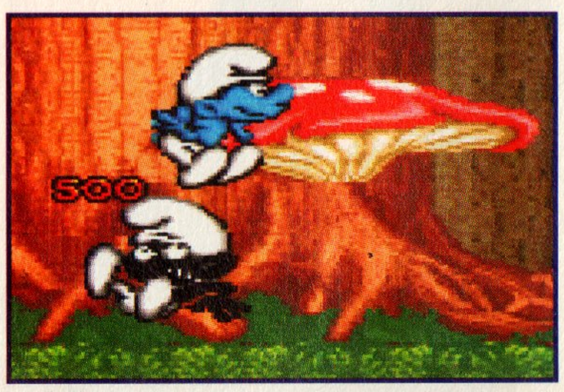
TO SMURF!

They may have originated in somebody's imagination but day dreaming won't get the Smurfs very far in this game. With each new Smurf comes new responsibility and looking after their welfare is no easy task. Getting to know their every move is the only sure-fire way to Smurfin' success.

Hefty Smurf
The only Smurf brave enough to volunteer his services at first. A great all-rounder whose only defence is stomping on the heads of Gargamel's evil fairies.

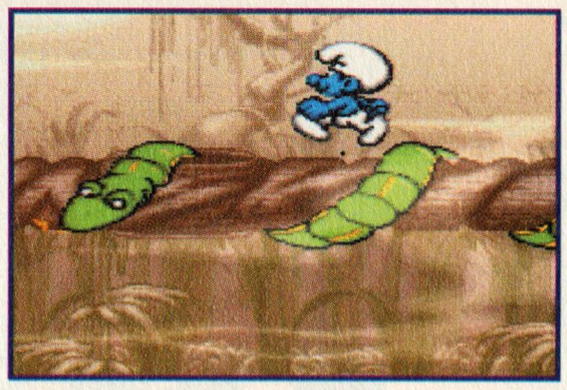
Jokey Smurf
The Jeremy Beadle of Smurfdom. Jokey's parcel bombs provide an explosive punchline to some terminal sight gags.

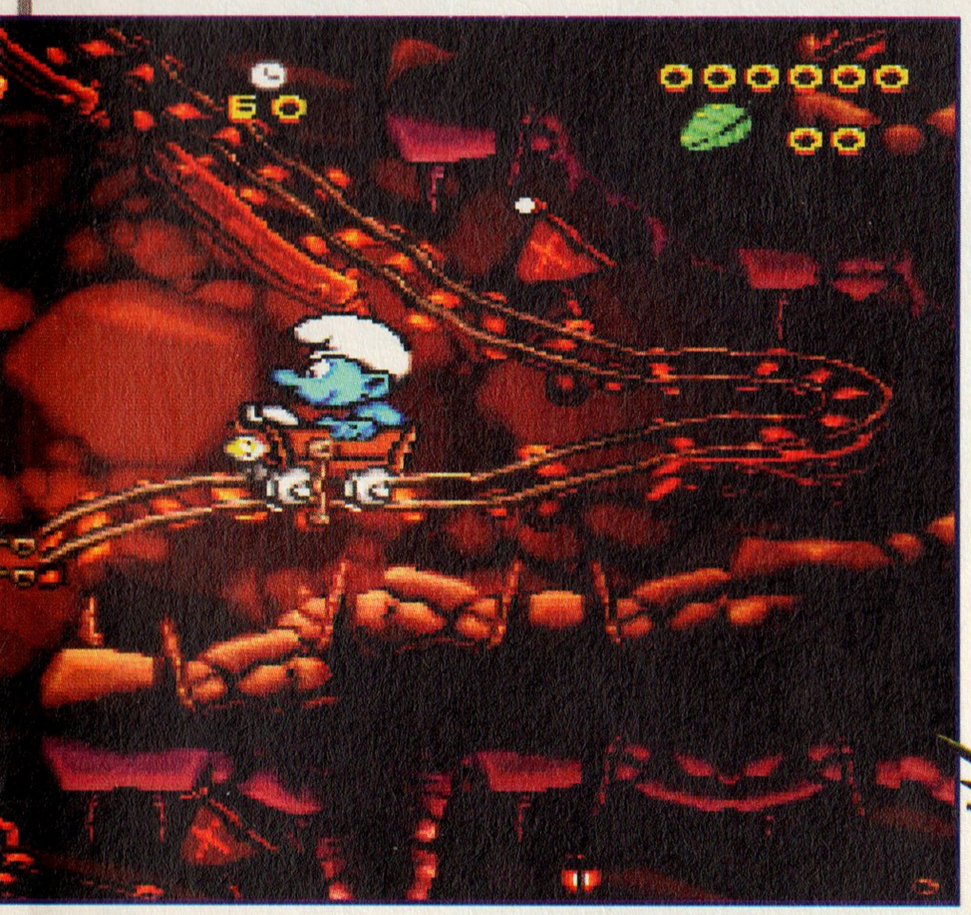
Greedy Smurf
Sweet-toothed Greedy shares Jokey's slapstick line in humour, choosing to throw pieces of cake at his foes.



ANDY COMMENT

Blimey! What should, by rights, be an easy-going kolourful kaper for the kiddies is quite the reverse - The Smurfs is, in fact, remarkably tough, and challenging enough to tax the most platform-weary gamer thanks to its unforgiving play where only the most pixel-perfect precision players can progress. Unfortunately, this means that that only hardened game nuts or, eek, hardened Smurfs fans will have the patience or desire to play on far enough to see the really good stuff in the later levels. Aside from that, the only other thing you'd have to worry about is plucking up the courage to actually go up to the counter and ask for the game! Those who do, however, won't be dissapointed.





SMURF DOOM

It's a grim article, we know, but there are so many ways that a Smurf can come a cropper in this game. Lightning strikes from above, rotating logs cause Smurfs to lose their balance and water of any sort creates major problems. Easily the most bizarre form of misfortune to befall the Smurfs is an encounter with a Buzz Fly. Being bitten by one of these pests causes Smurfs to become an Angry Smurf, transforming their pleasant blue hue into a horrid black!

PAUL

COMMENT

Don't let first impressions deceive you; The Smurfs may look like every other platform game ever conceived, but is a varied and challenging game. Though not excellent the overall look and feel of the game suggests quality. The gameplay is very exacting which may prove frustrating for some, however the graphical rewards for persevering are generally worth the effort - check out the mines and sledging sections for examples of some extra special eye openers. Because it is so exacting the fun element of The Smurfs is somewhat diminished. Quite a let down considering that fun is the most important factor in a Smurf's life! Still, for anyone looking out for a new test to their gaming skills the Smurfs do it with some style.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK			■	
MONTH			■	
YEAR			■	

GRAPHICS — 84

▲ Nice animation, rich in detail and some really quite fab bits...

▼ However, all the really cool graphics are far into the game and the early levels look a bit plain.

SOUND — 82

▲ Pleasant music for Smurfing to - however far removed from the likes of 'Letzmurph Acrossdasurf.' Clearly stated sound effects too.

PLAYABILITY — 80

▲ Variation keeps the gameplay alive. There is a desire to see what comes next.

▼ No two-player option. Also the level of precision required separates players from the fun.

LASTABILITY — 79

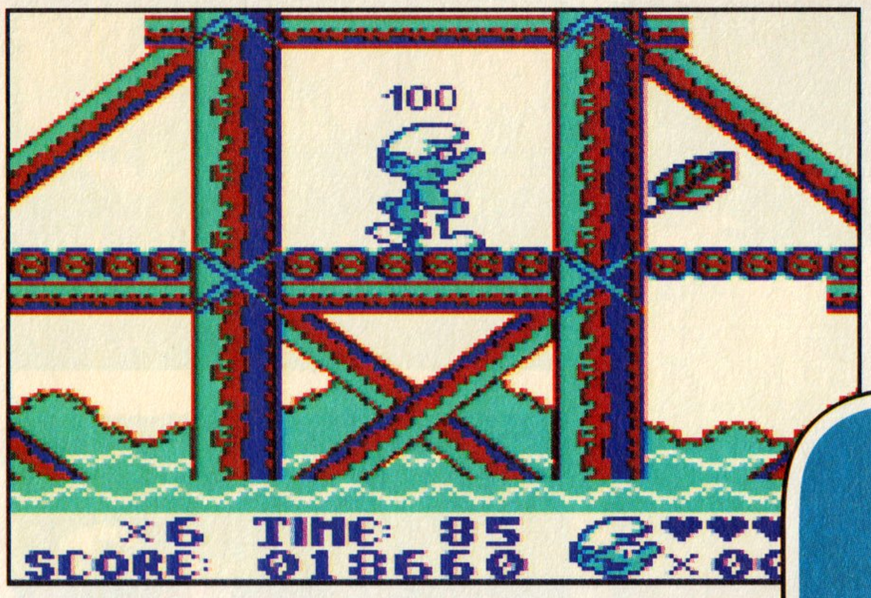
▲ No continues and a strict gameplay regime means players won't have the game licked so easily.

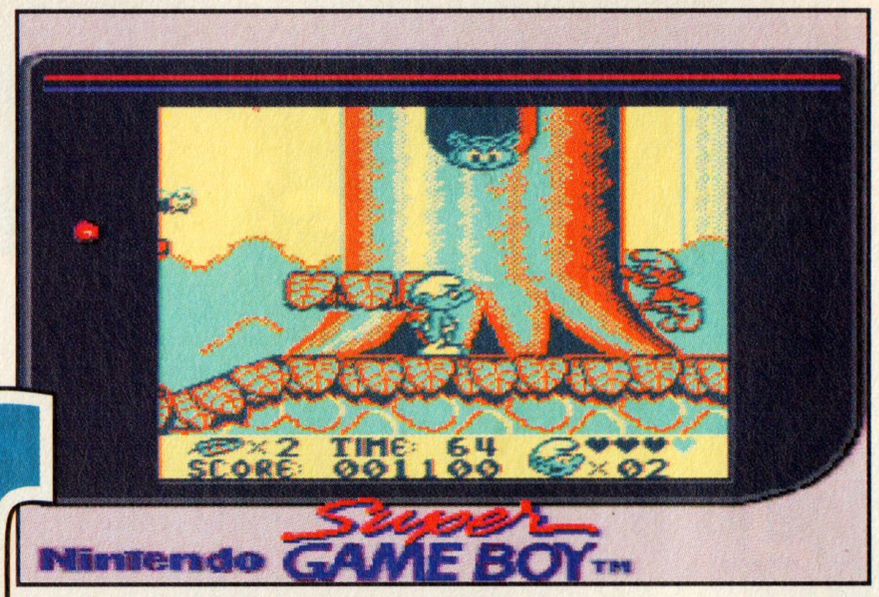
▼ Only dedicated fans of the Smurfs are likely to return to the game.

OVERALL — 82

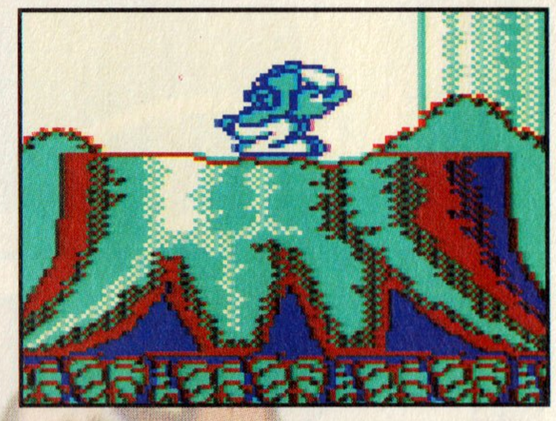
The Smurfs are given a cool opportunity to live it up on the Super NES. A lack of originality is outweighed by the sheer variety and challenge.

REVIEW
GAME BOY



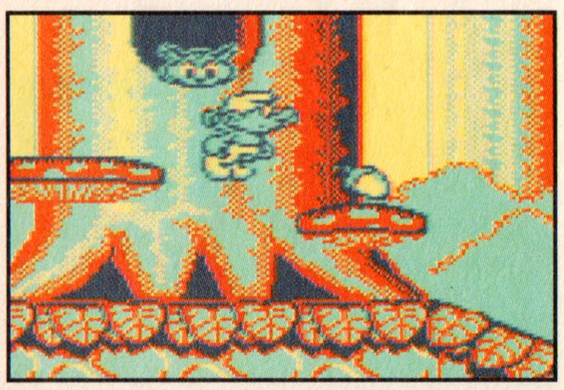


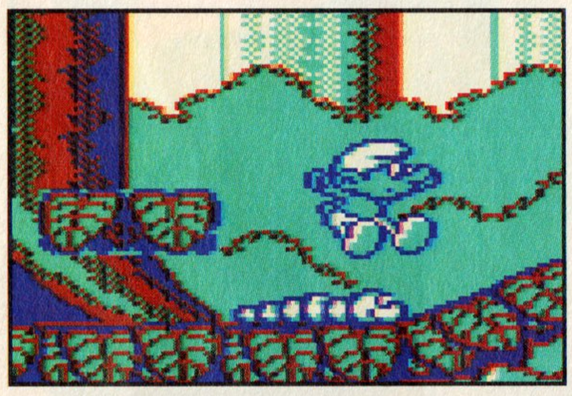
Smurfs

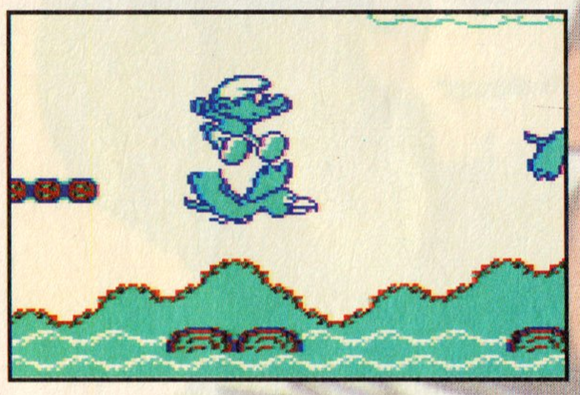


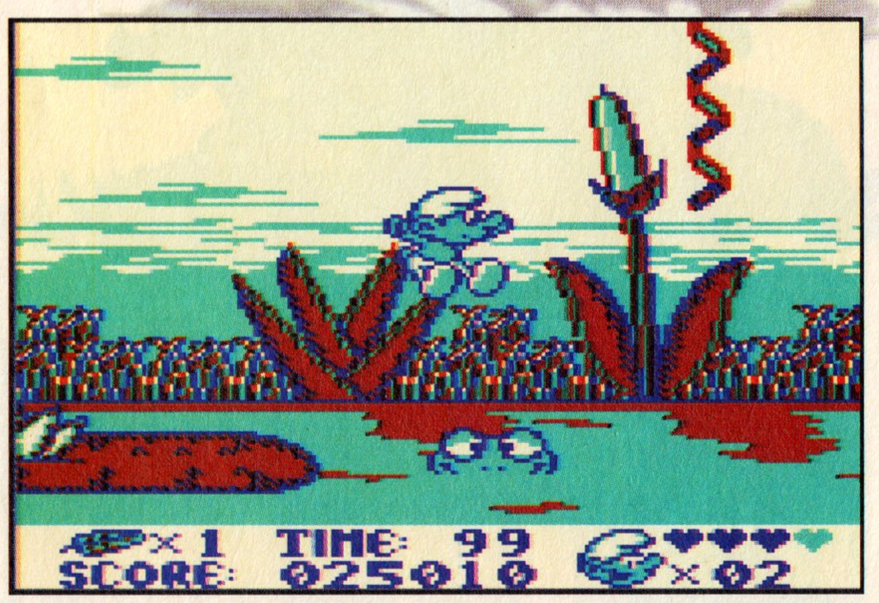
In their never-ending search for all things funny and, frankly, French to offer Nintendo players the world over, those big people at Infogrames have scooped up everyone's favourite small people and bundled them into a Game Boy cart.

Les Schtroumpfs, or The Smurfs as they are known to the English Speaking world, are tiny blue beings who spend their days being busy about something. Currently they've been busy trying to escape Gargamel's castle whose owner has something terrible planned for them. Soon. Oh smurf!



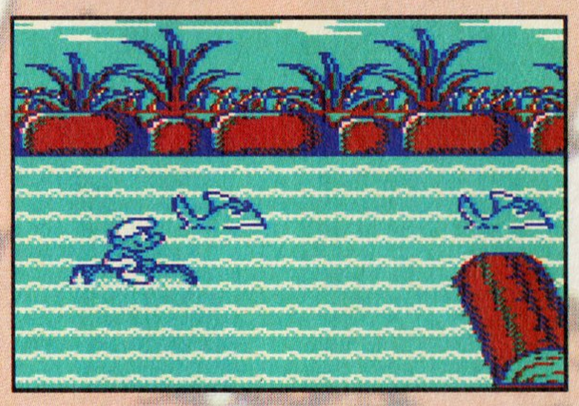






SMURF TO THE RESCUE

There's only one Smurf eligible to rescue his trapped compadres and that is Hefty Smurf. Though nothing special to look at - accepting the fact he's three inches small and blue - his adaptability allows him to face most situations undaunted. It just depends on the player to help him through. To combat his enemy Hefty Smurf takes a sasprella leaf out of Mario's book and bounces on their heads.

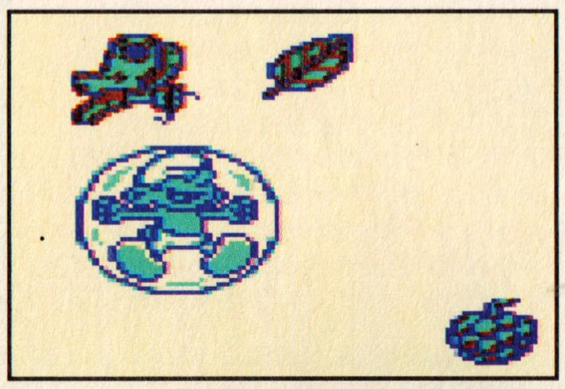


BLUE LAGOON

Hefty is faced by a different kind of challenge in each new level. Initially his tasks are of the simple platform variety, however he soon finds himself riding water rapids on the back of a log, clambering up vines to avoid falling in a swamp and even sitting astride a bird and taking to the air. A roller-coaster sledge ride is especially good fun.

SMURF TO THE TOP

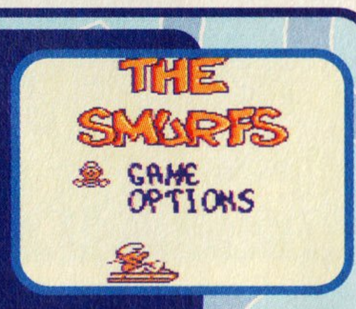
Should Hefty perform especially well in any given stage he is transported to a magical area stacked with bonus collectibles. These are as varied as the main game itself, with Hefty being challenged to a race up a waterfall, a ride inside a bubble and bounces over mushrooms. It's all a little bit strange.



COMMENT

Whilst it doesn't exactly push back the boundaries of Game Boy technology, The Smurfs is neatly presented and adventurous. As with the Super NES version, players aren't let off lightly for even the slightest mistakes, something which makes you want to chuck the Game Boy across the room in frustration. Vines that are too slippery and birds that are loath to giving Hefty a lift are annoyances that seem more trouble than they're worth. Yet it's quite impossible to resist attempting those problems again. That it features the Smurfs is irrelevant, this is a cool little game anyway.

RATINGS



- BY: INFOGRAMES
- PRICE: £25.99
- RELEASE: NOVEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 2 MEG

GRAPHICS — 81

◆ The smurfs and their surroundings are ably represented. Lots of character. Nicely animated.

SOUND — 83

◆Really wonderful tunes with strange qualities. Perhaps the smurfs aren't so twee after all... Fair sound effects

PLAYABILITY — 80

◆Though basically a platform game there are many alternative styles included to smurf things up.

LASTABILITY — 76

◆Has plenty of challenge though this could also put people off playing the game again for fear of being tortured!

OVERALL — 79

More than just a fashion accessory; The Smurfs are cool gaming partners.

Hundreds of top-selling games at ½ price.

(They won't take megabytes out of your dough.)

Whatever your system there are hundreds of top quality games to choose from in the Woolworths ½ price software sale.

Titles include: SNES Mortal Kombat, ~~£59.99~~ £29.99, Mega Drive Robocop v Terminator ~~£49.99~~ £24.99, Mega Drive Street Fighter 2 ~~£59.99~~ £24.99, SNES Jurassic Park ~~£54.99~~ £24.99.

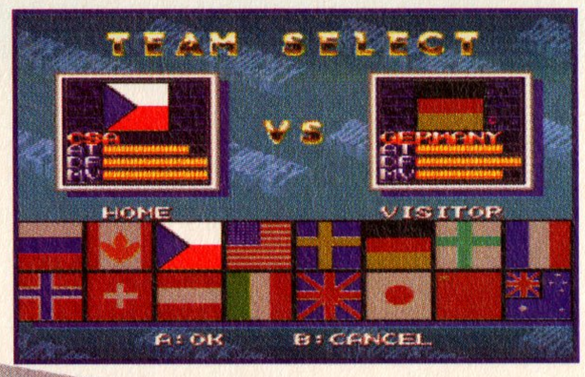
WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



SUPER ICE HOCKEY

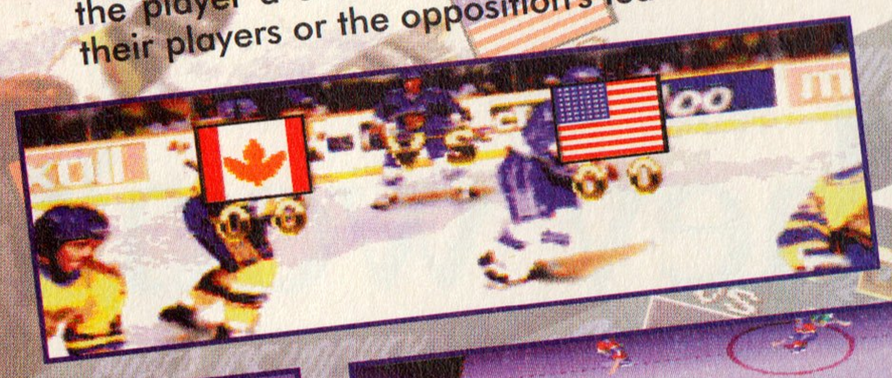
For most people, going to the ice rink isn't a particularly regular event. It tends to involve hugging the sides of the rink the majority of the time and occasionally risking a few meters of genuine skating, arms grabbing wildly at the air before the inevitable comic fall.

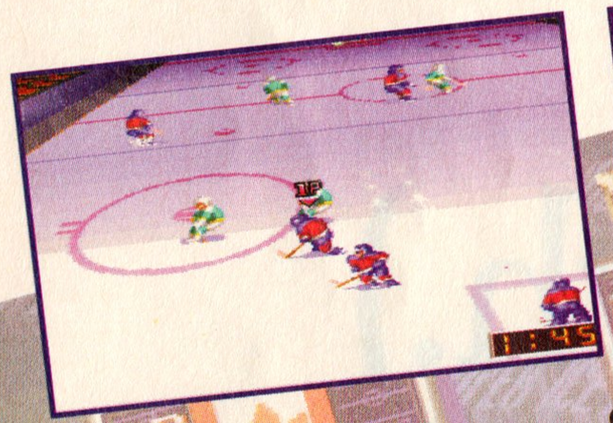
Imagine then that this ordeal has to be suffered wearing huge padding while chasing after a puck with a stick. If that's not enough to put you flat on your face, how about throwing some 16 stone hard men into the bargain, intent on making you eat ice. Welcome to the world of ice hockey!

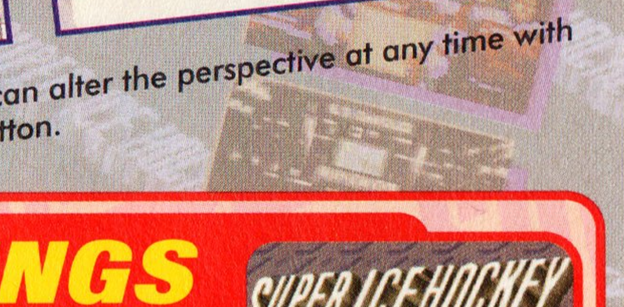
Realising the wuss tendencies in most people, Sunsoft offer Super Ice Hockey, a convenient way to enjoy the game without any of that nasty reality getting in the way. International sides take each other on in either exhibitions or tournaments and, needless to say, all of the flavour is there right down to the traditional fisticuffs. Up to four players are able to compete and the game also features save options for tournaments. Puck down and face off!

FRESH PERSPECTIVES

Super Ice Hockey features four different viewing angles giving players the opportunity to immerse themselves in the action or view from a distance. The appeal of this facility isn't purely aesthetic though because the more distant perspective gives the player a chance to check on the movement of their players or the opposition's team.



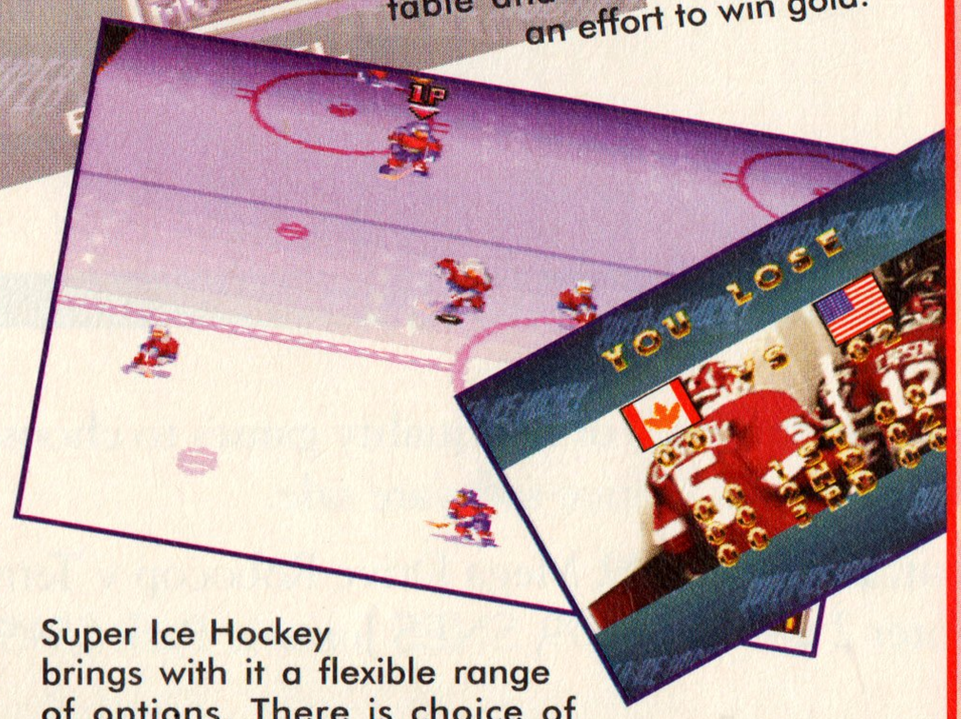




(ABOVE) Players can alter the perspective at any time with a flick of the L button.

SIXTEEN OF THE BEST

There are sixteen international sides that compete in Super Ice Hockey. They are rated on their attack and defence skills. Russia is the best of the bunch and those beach bums from Down Under are not surprisingly the worst. Besides the exhibition mode there is a knock-out tournament and Olympic competition which involves a league table and knock-out action in an effort to win gold.

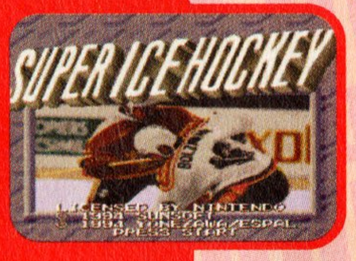


Super Ice Hockey brings with it a flexible range of options. There is choice of game length, whether or not to play by the rules plus team formation and goal keeper control.

COMMENT

I have to confess that of all the sports games around, ice hockey sims are the ones I have the least enthusiasm for. That said, there were some smart elements in Super Ice Hockey. The graphics are quite impressive, the scrolling is smooth and the range of viewing angles is genuinely useful. The inertia takes a bit of getting used to but it contributes to the sense of realism in the gameplay. But despite this, what Super Ice Hockey lacked was excitement. The action isn't especially fast and there is nothing in this game that hasn't been done before. To be honest, it looks a bit dated. I got the impression that the energies that went into putting this game together were as cold as the ice rink itself. Tidy but tiresome.

RATINGS



- BY: SUNSOFT
- PRICE: £49.99
- RELEASE: OUT NOW
- GAME TYPE: SPORTS SIM
- CART SIZE: 16 MEG

GRAPHICS — 79

◆ The animation is realistic and both the rink and sprites are well drawn.

SOUND — 74

◆ Some great 'ice-scuffing' sound effects. No atmospheric crowd noises.

PLAYABILITY — 72

◆ Easy to get into and good game logic., though the action can get a bit dull.

LASTABILITY — 75

◆ In multi-player mode it has a longer life but being so average means it isn't especially addictive.

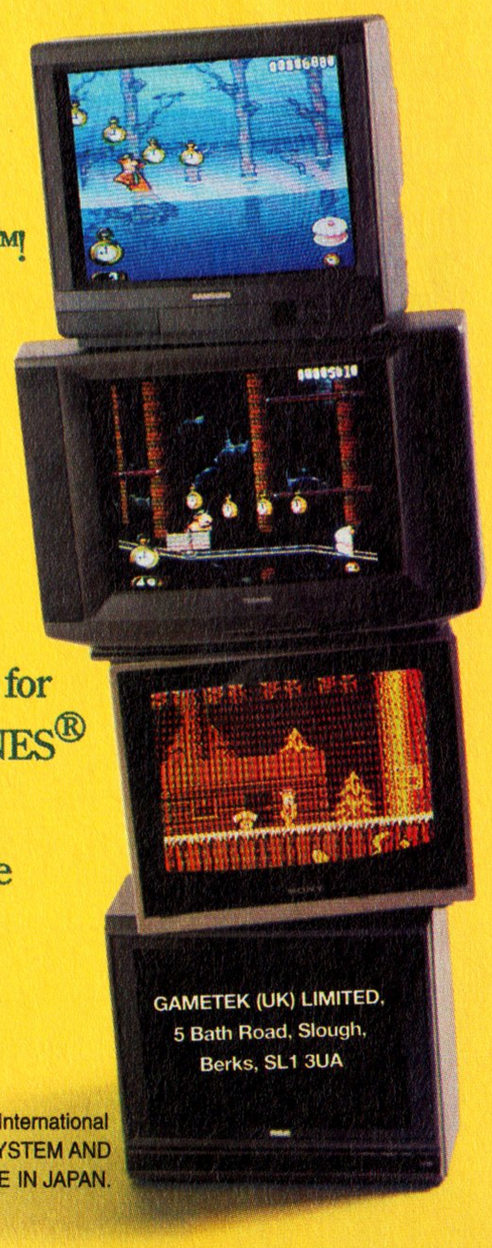
OVERALL — 73

A decent ice hockey sim that might have made a bit of a storm a year or two ago but isn't anything special these days.

(Average Bear)

(Yogi™ Bear)

Accept no substitutes.



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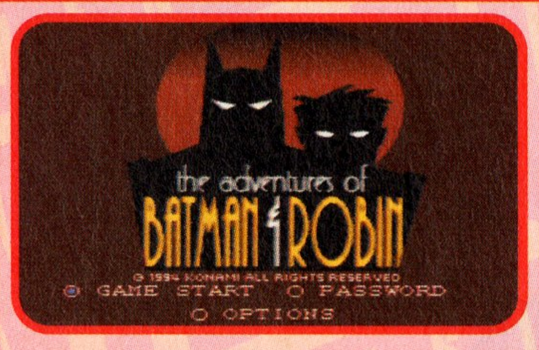
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: KONAMI
- PRICE: £59.99
- RELEASE: NOVEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: 2
- OPTIONS: Difficulty, Sound,

GAME INFO

- GAME ORIGIN: The DC Comics superhero
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Strive to complete the game using only one life - the guys at Konami say it's possible.
- ALTERNATIVES: Sparkster, Super Metroid, Castlevania IV, Super Probotector, Super Ghouls and Ghosts…

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Select gadget

A — Use gadget

B — Jump/roll

Y — Punch/kick

L/R — L: Shield / R: Shield

S — Start: Pause/ Return to Batcave option.

GAME CREDITS

- DEVELOPED BY: KONAMI
- DISTRIBUTED BY: KONAMI
- MADE IN: JAPAN
- ARTWORK: © 1994 DC COMICS

the adventures of BATMAN AND ROBIN

Batman is a superhero who has received many incarnations. Most people know the comical over the top sixties television series. Batman has also appeared as the Dark Knight, a far more serious and Gothic superhero and now we've got The Animated Series and the films that make an effort to give Batman that more serious and deep edge.

Konami's The Adventures of Batman and Robin uses The Animated Series as its starting point with Batman taking on all of those infamous arch-enemies in ten levels of heroic mayhem. All of the famous faces are there - the Joker, the Riddler, Catwoman, the Penguin etc. - as well as plenty of the Batman extras like the Batmobile and Batplane and loads of Bat gadgets. If Batman feels the need to take someone under his wing there's always his buddy Robin and the butler Alfred ready to offer some warning and advice. Should his gadgets fail him, Batman always has his fists, feet and tremendous agility to get him out of trouble...There's little else to say apart from - To the Batmobile!

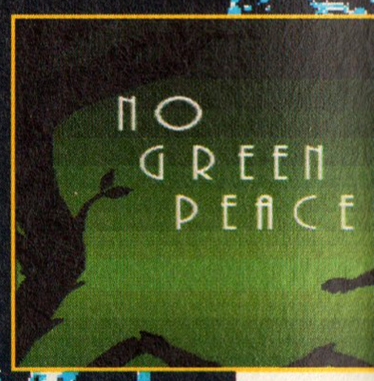
SEAL OF QUALITY
Nintendo
MAGAZINE SYSTEM

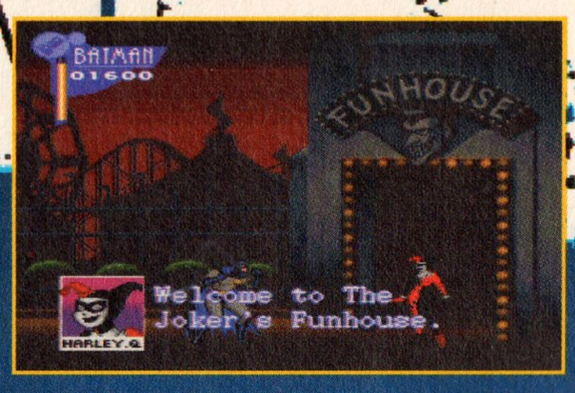
TAKE FIVE

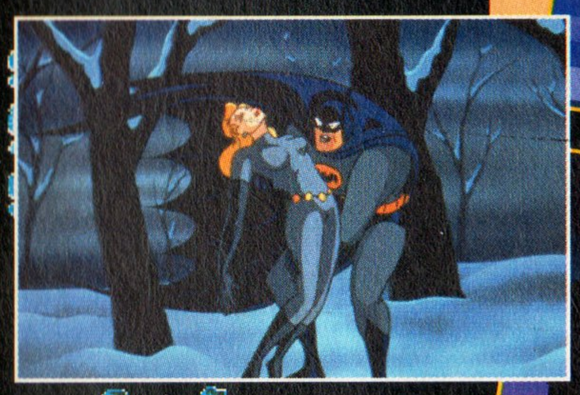
Variety is the spice of life or so they say and Batman's got plenty of it. To give you some idea of the diversity of the action, here's a summary of the first five tricky levels:

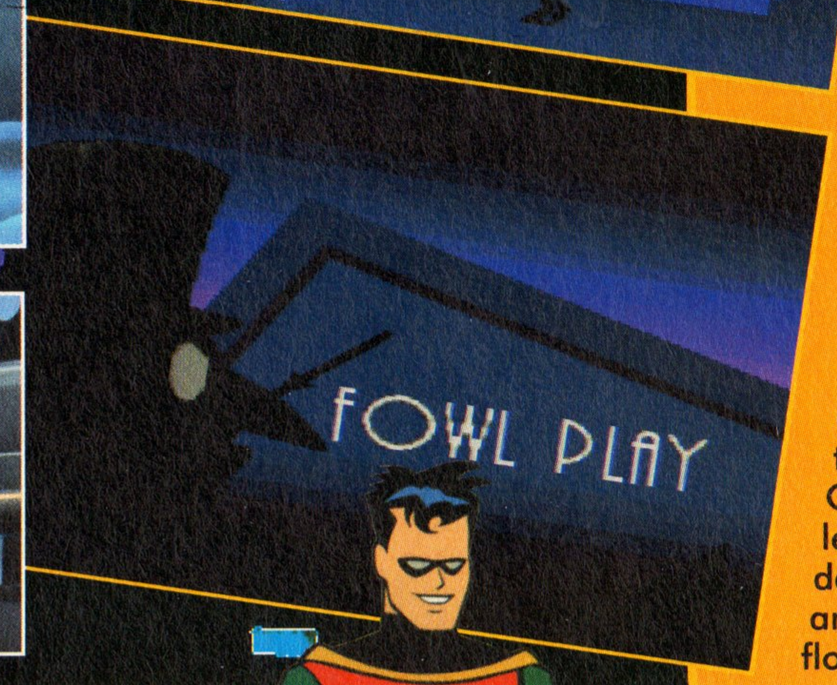
LEVEL ONE: THE JOKER

Joker invites the winged warrior to check out his warped idea of amusements at Gotham City's fun park. Batman takes on robotic Joker's, huge malevolent toy soldiers and has to make good use of his grappling hook and batarangs. When he finally meets up with the Joker it's on a huge rollercoaster where, in between cackling, the king of comedy throws bombs that Batman must shield himself against. During this battle the action moves to head-on Mode 7 perspective as Batman and the Joker continue with their fisticuffs Even if the Joker is defeated don't be so stupid as to believe it's the last you'll ever see of him!



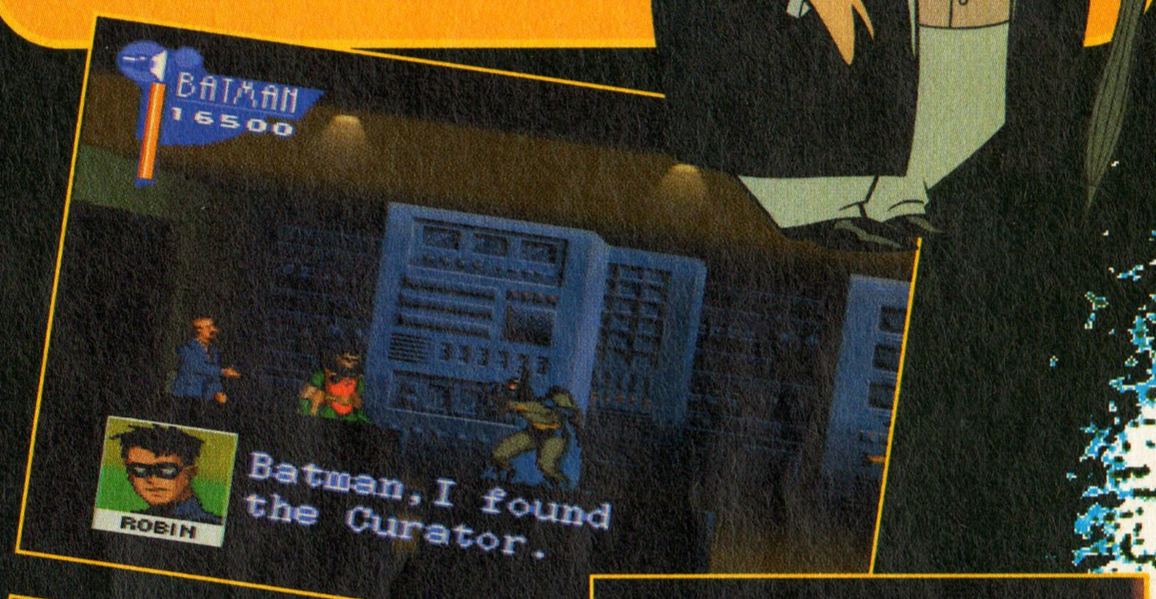






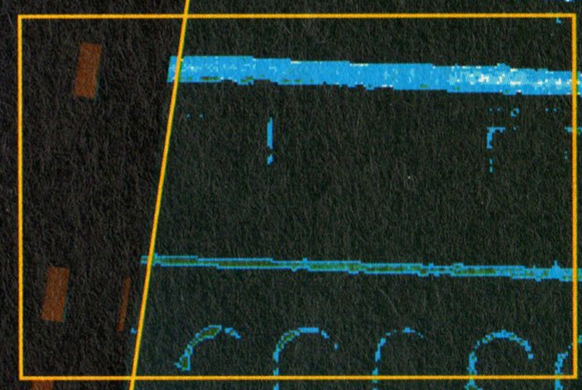
LEVEL THREE: THE PENGUIN

Usually places for quite contemplation, the museum has been hijacked by that vertically-challenged Penguin who is after one of the special displays for his collection. Batman's first job is to track down the hostages, which include among them the Curator. Once free, the Curator gives Batman the combination to the lock that protects the precious artefact. Punch in the code and now it's the face-offs, firstly with the Penguin's huge vulture. Once disposed of it's a matter of getting to the rooftop to take on the Penguin himself . One gadget is vital on this level - the torch. Because it is dark there are unseen bombs and pick-ups planted on the floor that only the torch sees.



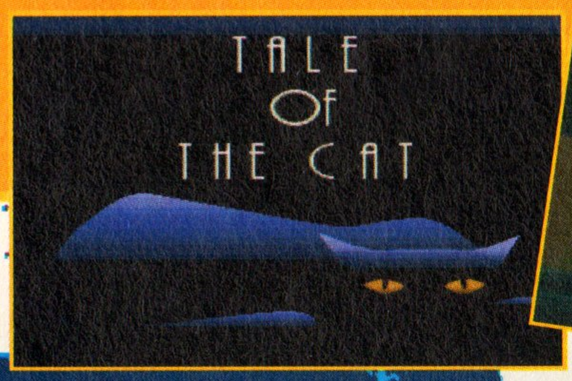
LEVEL TWO: POISON IVY

The action on this level takes place in Gotham Woods. Batman is forced to deal with huge mutant plants and vines which reach out to strangle him. Ivy's cohorts are women with gas guns and they cannot actually be killed. Instead Batman only gets the chance to stun them with his Batarang. Look out for collapsing trees but make the most of moving from the branches of those that remain stable. The grappling hook is a well-used gadget on this level as Batman ascends the trees. The showdown with Poison Ivy involves tackling a huge mutant Venus Flytrap!



LEVEL FOUR: CAT WOMAN

Feeling the vibes of danger hanging heavy in the Gotham smog, Batman decides to head out in to town on the strength of his criminal suspicions. He starts by ascending two skyscrapers, jumping between them and grabbing on. Watch out for the air-conditioning fans though because Batman can't grip them. Behind him Catwoman looks like she's up to mischief. Catching up with her in an elevator it's time for a scrap. When it reaches the top she jumps out enticing Batman to follow her. Their next struggle comes as they fall from the top of a huge building with the ground drawing ever closer. Batman had better grab something fast or it's all over. The action continues along the rooftops after this and goes into the buildings. Here's a tip - save Catwoman's cat and she's easier to beat!



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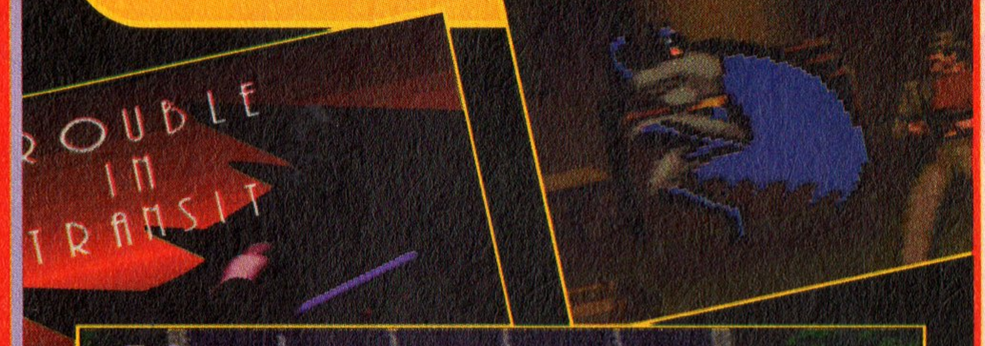
COMMENT

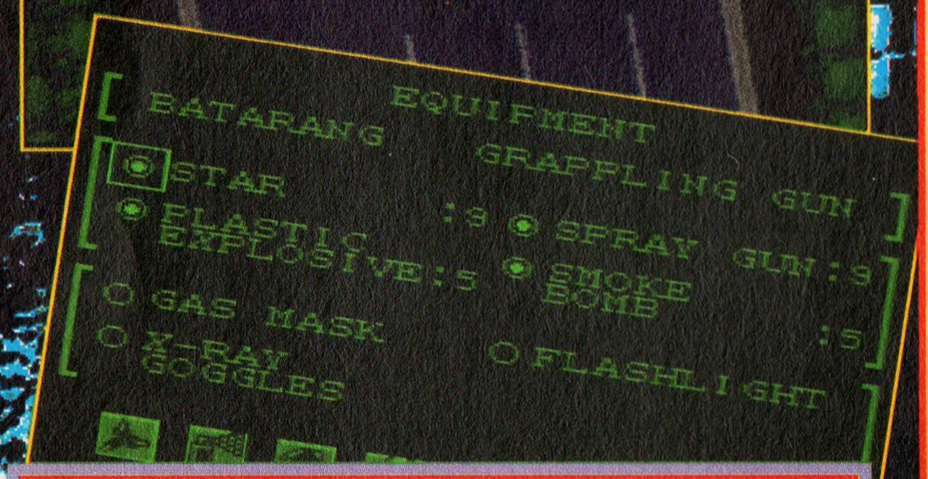
ROB-IN

I've always seen Batman as the darkest of the superheroes so it's great to see all of those dark characteristics preserved here. This is thanks largely to the graphics which are absolutely stunning, the attention to detail being meticulous, right down to Catwoman's pet cat's hair standing on end when it sets eyes on Batman! Batman and enemy sprites are all quite large enabling some very slick animation when they get involved in scraps or just run around. Two of the key factors to the game's success though are variety and challenge. Yes, I suppose it is a platform game but that doesn't stop Batman getting into some great one-on-one beat em' up action or driving his Batmobile through a thrilling Mode 7 sequence. Ten levels might not seem like a great deal but they're all quite tricky and very large, the tasks often involving much in the way of level exploration. Perhaps the only chance to get pedantic would be to say that The Adventures of Batman and Robin are only really Batman's adventures, Robin making little more than cameo appearances. To be honest though, for anyone who starts playing this game it wouldn't mean diddley. Batman fans can breathe a sigh of relief that their hero has been done justice!

LEVEL FIVE: TWO-FACE

News reaches Batman that Two-Face, a criminal whose body is half normal half mutant, has committed a robbery and is escaping in a van with his buddies. It's time to get in the Batmobile and chase them through the city. This level is shot overhead and the screen rotates as Batman takes bends and corners. Arrows point the way but Batman needs to put his foot on the gas because he has to reach Two-Face within 70 seconds. Once there, it's a matter of avoiding other cars and the bombs that come flying out of the back of the van while using the Batmobile's machine guns to slow Two-Face down and destroy him.
Step on it!





ROCKING ROBIN

Anyone who knows Batman knows Robin. Humourous sidekick, kinky buddy or just plain superhero, Robin provides some invaluable information for Batman as he tackles all of Gotham's bad sorts. Also there is Alfred, the calm and collected butler who offers Batman advice on what weapons he should carry with him and throws in a word of paternal comfort now and then.

BEST THAT MONEY CAN BUY

The Bruce Wayne millions come in very useful when Batman needs to be kitted out. Always on him are his Batarang and Grappling gun, but he also has some special weapons and gadgets. There are smoke bombs and plastic explosives, a Bat star and spray gun. Some levels need specific gadgets like the torch, X-ray goggles or gas mask.

COMMENT

PAULMAN

The masses of interest this game has generated since its arrival at the NMS office is testament to its excellence. Warner Bros' chilling characterisation of the hero is superbly conveyed both in look and action, plus the music of the television series is magnificently reproduced on the Super NES. Sometimes it the game isn't quite fair; requiring players to predict a few terrible disasters, but, by and large, there is nothing to criticise this use of license for at all. Though this is basically a platform game it requires more from the player than simply running and jumping the central character through familiar territory. Each new level presents an entirely different approach and challenge with the large inventory of tools at Batman's disposal all made good use of. Their selection from the menu at the start of each level is entirely hassle free too. All the villains featured demonstrate unique methods of attack, with the difficulty they present pitched just right - they're tricky but never frustrating. It's also great to encounter lesser villains who are much more than the typical stand and fire stooges met in most other action/ platform games. It's doubtful Konami are planing a sequel to this, which is just as well because it's tough to see how things could improve. This has everything.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 94

▲ Brilliantly detailed just like the Animated Series with suitably inspired animation to accompany it.

SOUND — 94

✶✢✶ familiar Batman theme gets a truly symphonic treatment and the sound effects are superb. Sounds amazing through a decent stereo.

PLAYABILITY — 91

▲ Batman does loads of things with his gadgets, has lots of abilities and the action is unrelenting.

▼ Getting used to all of Batman's moves takes a little time.

LASTABILITY — 90

▲ Ten large and challenging challenging levels. Always great to return to.

OVERALL — 92

Batman receives the star treatment in this game. Every aspect of it is polished, well thought out and entertaining, its diversity ensuring that there's no let up until it's all over.

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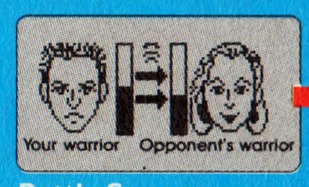
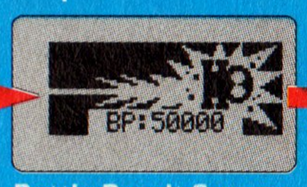
ZAP YOUR MATES WITH A

BRILLIANT BATTLE GAME.

The new Casio C300 My Magic Diary has a brilliant battle game. And because it's got a magic beam, you can play it with your mates even when they're not sitting next to you. Or you can try to beat the built-in computer.



Battle Screen

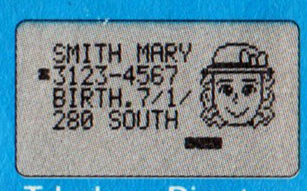


Battle Result Screen

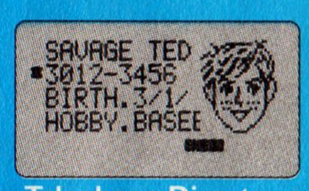
ESP Power Replenishment Screen

And it's got tons of other fun and useful features. It'll keep a record of all your mates names, addresses, birthdays and telephone numbers. Even their faces.

Fortune Telling



Telephone Directory

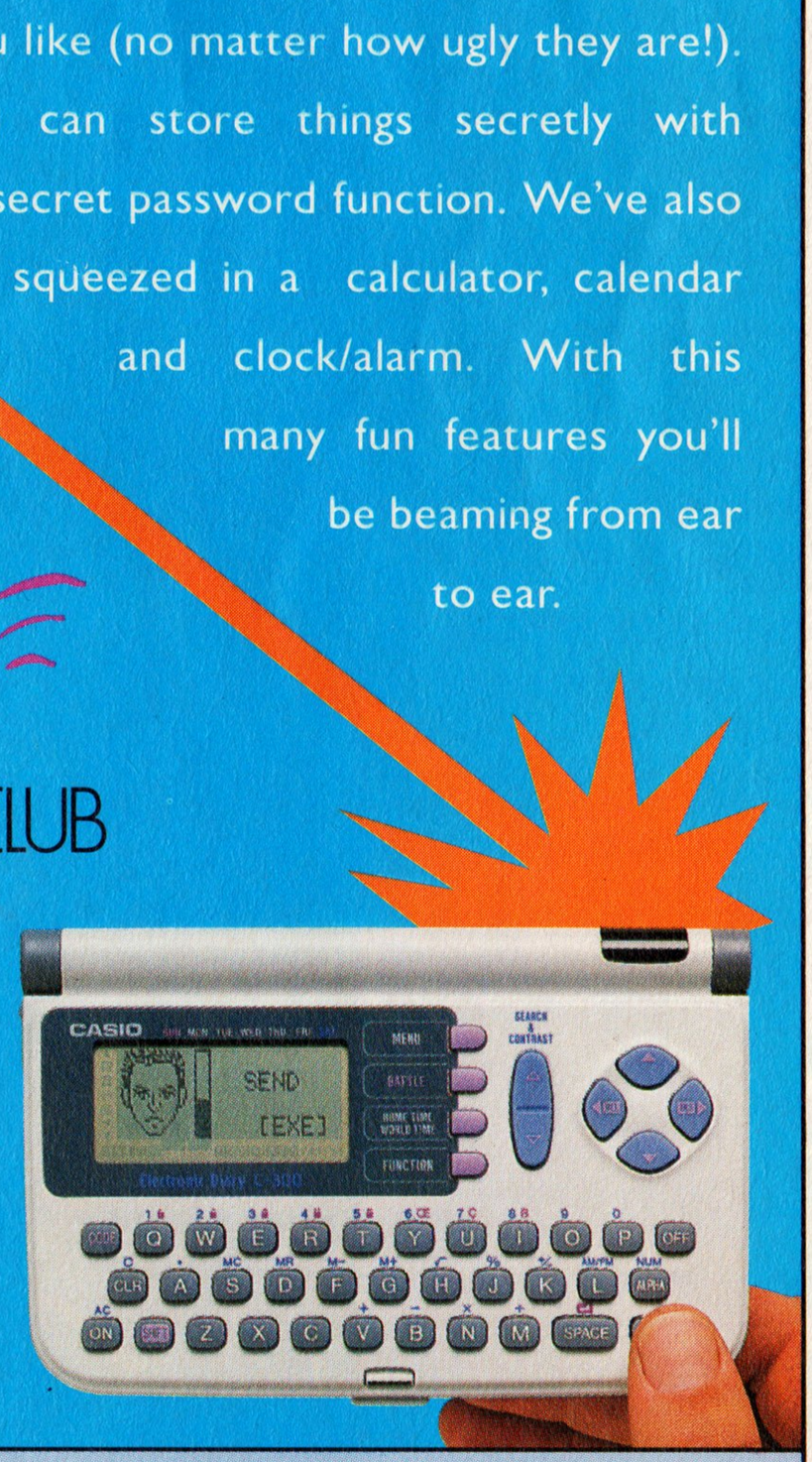


Telephone Directory

Using the montage feature you can build a picture of anyone you like (no matter how ugly they are!). And you can store things secretly with the secret password function. We've also squeezed in a calculator, calendar and clock/alarm. With this many fun features you'll be beaming from ear to ear.

CASIO CLUB

MAGIC BEAM DIARY



THE CASIO CLUB RANGE COMPRISES: C-100 ELECTRONIC DIARY, PRICE GUIDE £29.99; C-200 ELECTRONIC DIARY, PRICE GUIDE £64.99; C-300 ELECTRONIC DIARY (SHOWN ABOVE), PRICE GUIDE £79.99; M-100 KEYBOARD, PRICE GUIDE £19.99; M-200 KEYBOARD, PRICE GUIDE £49.99; ML-1 FLASHING LIGHT KEYBOARD; PRICE GUIDE £39.99; ML-2 FLASHING LIGHT KEYBOARD, PRICE GUIDE £59.99. U-200 PERSONAL STEREO, PRICE GUIDE £7.99.

THE CASIO CLUB RANGE IS AVAILABLE FROM: ARGOS, BOOTS, DIXONS, FREEMANS, GUS, INDEX, JOHN LEWIS PARTNERSHIP, TEMPO, TOYS 'Я' US, WH SMITH AND ALL GOOD TOY STOCKISTS. PRICE GUIDES CORRECT AT TIME OF GOING TO PRESS. SOME MODELS MAY NOT BE STOCKED AT ALL OUTLETS.

FOR MORE INFORMATION ON THE CASIO CLUB RANGE, PLEASE CALL OUR CONSUMER HELPLINE ON 081 751 0167.

CASIO

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: JVC
- PRICE: TBA
- RELEASE: November
- GAME TYPE: Action
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1 to 2
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: None!

GAME INFO

- GAME ORIGIN: Follow up to the successful Zombies.
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: If you've completed Zombies you should find this sequel a bit easier. Look to complete the game within a few days.
- ALTERNATIVES: Apart from Zombies similar games include Smash TV, Operation Logic Bomb and Total Carnage.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Excellent!

X — Slide

A — Select weapon

B — Jump

Y — Fire weapon

L/R — L: Select item, R: Select item

S — Start: Starts/pauses, Select: Use item

GAME CREDITS

- DEVELOPED BY: LucasArts Co.
- DISTRIBUTED BY: JVC/Virgin
- MADE IN: USA
- ARTWORK: © 1994 LucasArts Co..

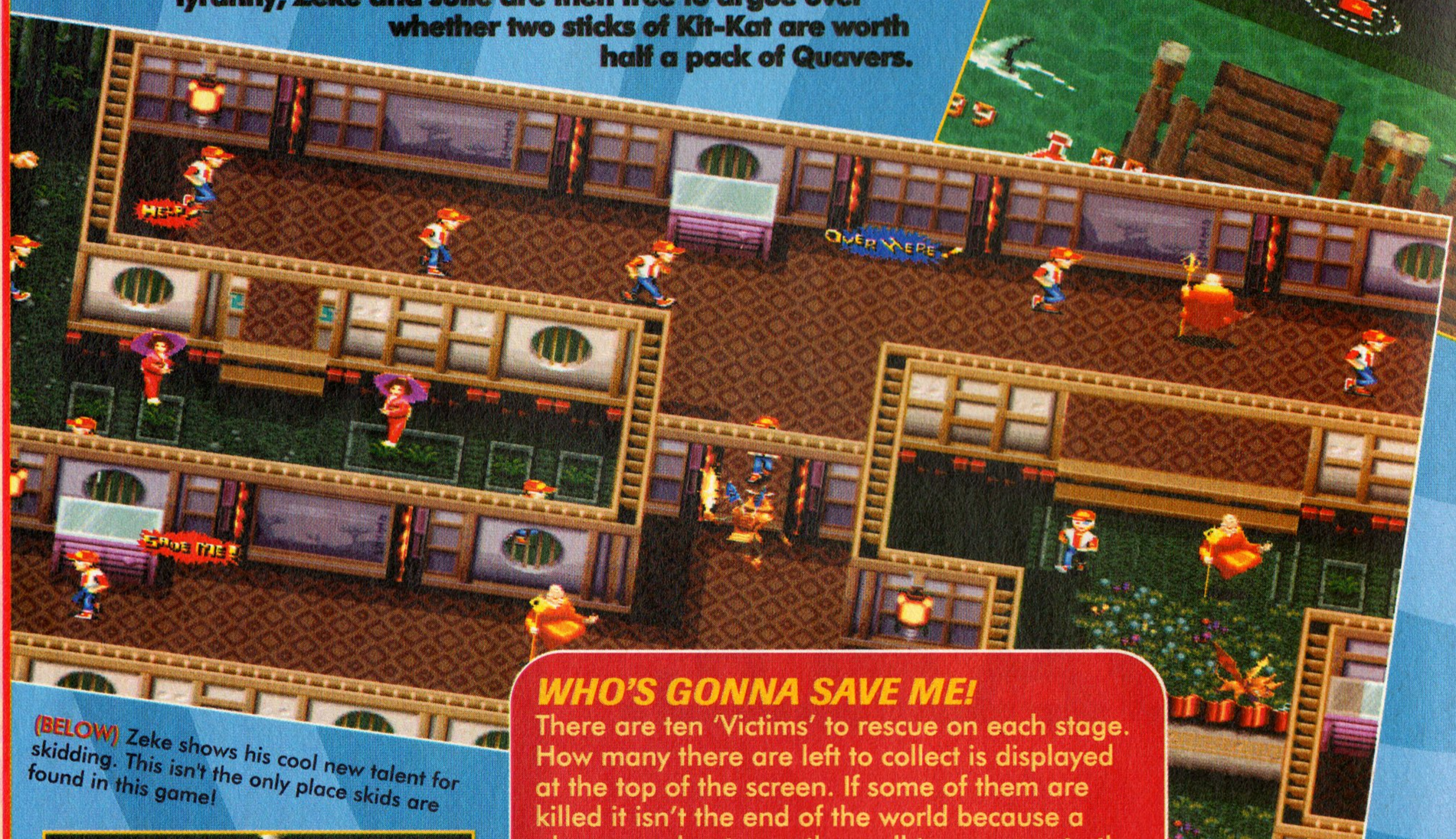
GHOUL PATROL

One of the familiar events of school life is the day trip. This means a number of things but indubitably the most entertaining moments of the day are spent on the coach. The Lads head straight for the back seats, abuse travels up and down the aisle, plenty of packed lunch bartering starts up and other road users get privileged to some well known sign language. Inevitably the coach ends up at a museum though, where everyone wanders round a boring exhibition and is given a tedious questionnaire to fill out.

Being more 'radical' as they might put it, Zeke and Julie reject this coach culture and prefer to choose their own exhibitions. They have decided that one on Mediaeval demons and ghosts might be to their liking. As they peruse the ancient horrors they come across a chest that starts glowing. Out of it pops a book that tells them to repeat a sentence backwards. Assuming it's all part of the exhibition's presentation they gladly do so and summon up an evil demon of the past that assures them of his intention to doom the Earth to darkness.

Having realised the rather serious mistake they've made, Zeke and Julie decide that it's now down to them to save all of the victims of the demon and its minions. Weapons in hand the exorcising mayhem begins with the intrepid couple grabbing as many pick-ups as possible, avoiding demonically possessed furniture, sending evil spirits back to the underworld and saving all of the enslaved victims. Providing they save Earth from a demonic tyranny, Zeke and Julie are then free to argue over whether two sticks of Kit-Kat are worth half a pack of Quavers.

(ABOVE) Follow the screams to find the terrified civilians



(BELOW) Explore the extremities of each level for some pleasant surprises

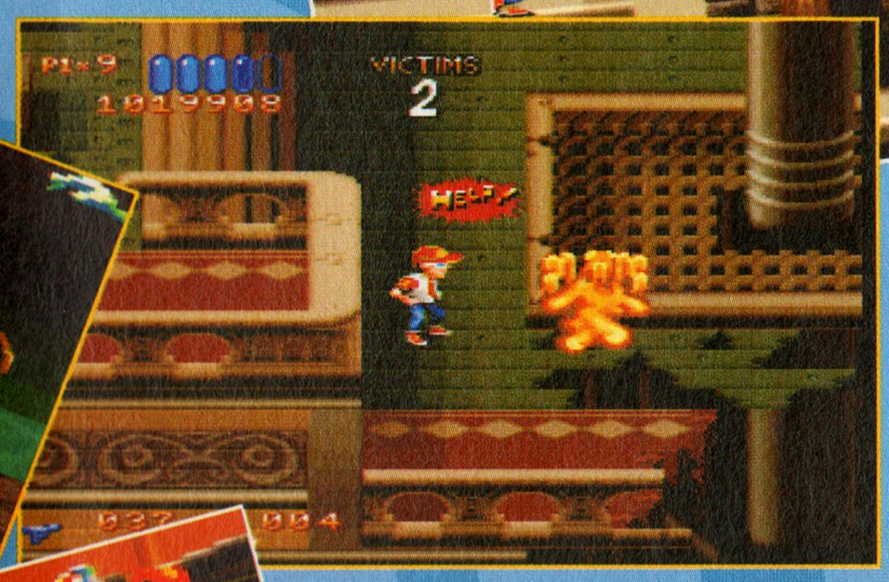
(BELOW) Zeke shows his cool new talent for skidding. This isn't the only place skids are found in this game!

WHO'S GONNA SAVE ME!

There are ten 'Victims' to rescue on each stage. How many there are left to collect is displayed at the top of the screen. If some of them are killed it isn't the end of the world because a player need not save them all to progress to the next stage. Lose them all though and the game's over! Whereabouts they are all trapped is denoted by speech bubbles that drift on to the screen from certain directions. For their defence, Zeke and Julie start off with a puny bow and arrow but it only takes a few moments to pick up fresh weaponry. Pick-up weapons have a limited supply of ammo so keep grabbing fresh ones whenever you see them. There is a heat-seeking plasma gun, a very potent water pistol, a bazooka that launches huge bombs and weaker blasters to collect and select.

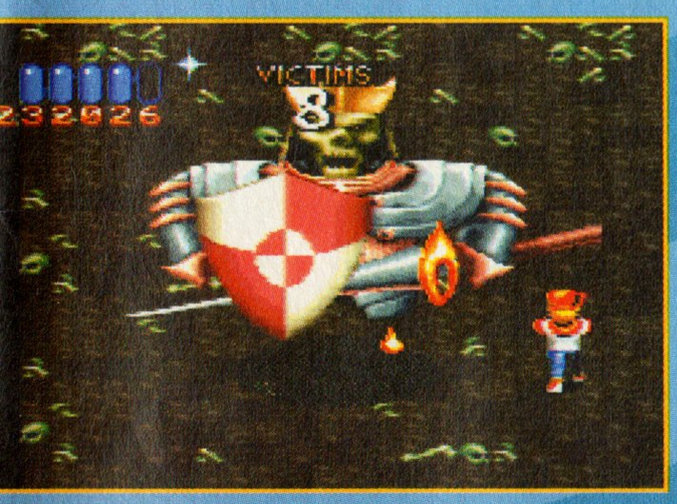
GHOUL PATROL

Exclusive®



REAP THE GRIM REWARDS

Drinking the red potions found dotted about the game has a shocking effect, transforming those who do so into the Grim Reaper - scythe and all! In this form it is temporarily possible to float among the various undead without fear of harm. The scythe is very useful at cutting the rest of the supernatural world down to size and, by summoning up its super-natural strength, Grimster can break through cracked walls too. Spooky! A blue potion makes our heroes tem-porarily invincible, the gold restores them to complete energy and the multi-colour brew has a random effect. There is also some roast chicken lying about that restores part of their energy.



(LEFT) *A new feature to Ghoul Patrol is the 'presence' of BOSS characters.*

COMMENT

Rob

Zombies rightly became a real classic, its mixture of pulp horror and comic action proving really entertaining and addictive. Ghoul Patrol doesn't sport any particularly new ideas at roots level, but the attraction of a game like this is its addictive formula and unique style and Ghoul Patrol retains both. Where it improves on its predecessor is naturally in the graphics department with more sprites, better animation and huge bosses to contend with. The stage themes are all excellent and feature some neat comic touches like the drunken sailors on the pirate stage. The action is non-stop with loads of pick-ups to collect and power-ups to use, and the gameplay is also quite challenging with bundles of enemy sprites that keep re-materialising just when you think you've got shot of them. Whether you've got Zombies or not, Ghoul Patrol is a 'dead' good title that'll send 'shivers' down your spine and I'll end this comment now because these cheap word puns are going to send me to an early grave...Arrghhh!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY		■		
ACTION		■	■	
CHALLENGE		■	■	
REFLEXES		■	■	
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR		■	■	
DAY		■	■	
WEEK		■		
MONTH				
YEAR				

GRAPHICS — 92

▲ Lots of inventiveness in these smartly drawn graphics and good anima-tion to boot.

SOUND — 90

▲ Lots of growls and demonic belches mix with a catchy theme tune.

PLAYABILITY — 82

▲ The action is relentless with loads of enemy sprites to tackle and pick-ups galore.

LASTABILITY — 76

▲ Each level is big and complex. Staying alive is a challenge.

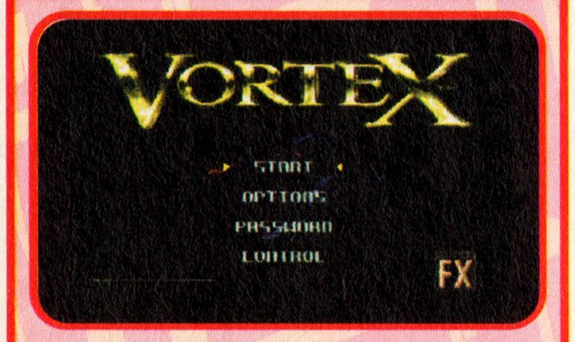
▼ Only thirteen stages plus five Boss encounters. It's exorcised in no time and there's no reason to return.

OVERALL — 81

A fitting sequel to Zombies. The theme and pre-sentation make it visually entertain-ing and the gameplay formula is a winner from the start. Buy or die!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: SONY
- PRICE: £59.99
- RELEASE: NOVEMBER
- GAME TYPE: SHOOT 'EM UP
- CART SIZE: 4 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Lots

GAME INFO

- GAME ORIGIN: The third Super FX game to come from Argonaut Software, following Star Wing and Stunt Race FX.
- GAME DIFFICULTY: Hard
- SCORE TO BEAT: Complete level one.
- ALTERNATIVES: Star Wing - but that's a lot more limited.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: OKAY

X — Thrust/Jump

A — Fire weapon

B — Brake/turn 180 degrees

Y — Fire weapon

L/R — L: + Buttons transform
R: Change weapons

S — Start: Trantor, Deoboran
Select: Transform

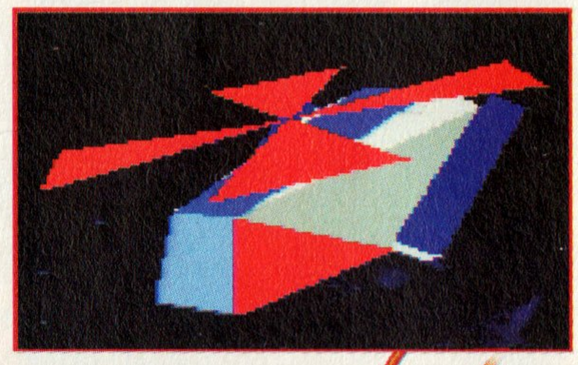
GAME CREDITS

- DEVELOPED BY: ARGONAUT
- DISTRIBUTED BY: SONY
- MADE IN: ENGLAND
- ARTWORK: © ELECTRO BRAIN

Space is a big place, you know. Communication, even by subspace, takes a long while. So when you received the message from Dr Trantor in the Deoboran System, saying he was under attack and had four hours of repulsor shield energy left, you knew that he was already dead. It had taken four point three hours for the message to reach you.

The contents of the message were grave. The evil, twisted Aki-Do alien race had destroyed Trantor's research station and taken his incredibly powerful AI Core experiment with them. In enemy hands, this energy system could spell the end of human civilisation as we know it. The aliens have split the core into five sections and, as we speak, they're returning to the Aki-Do system with their prize.

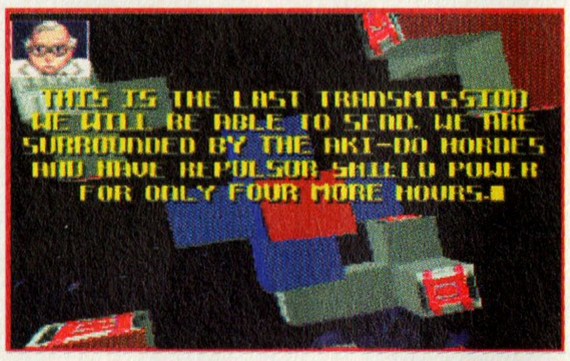
Pausing only to jump into your MB5 Morphing Battle System, you vow to destroy the aliens single-handedly and retrieve the AI Core. But to get to the Aki-Do system, you're going to have to enter the Vortex...

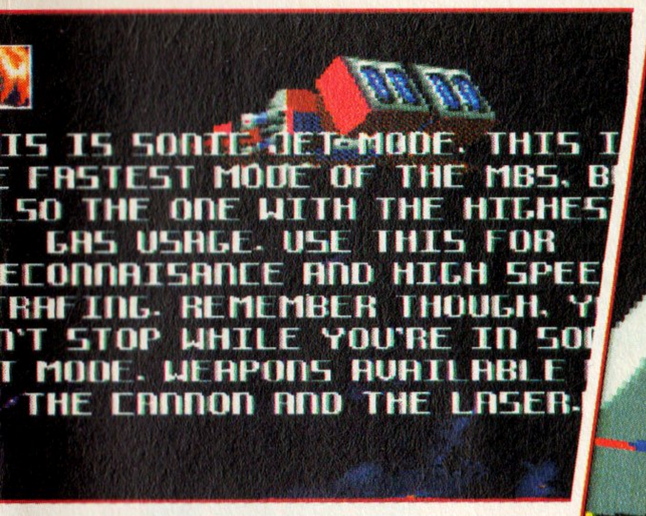


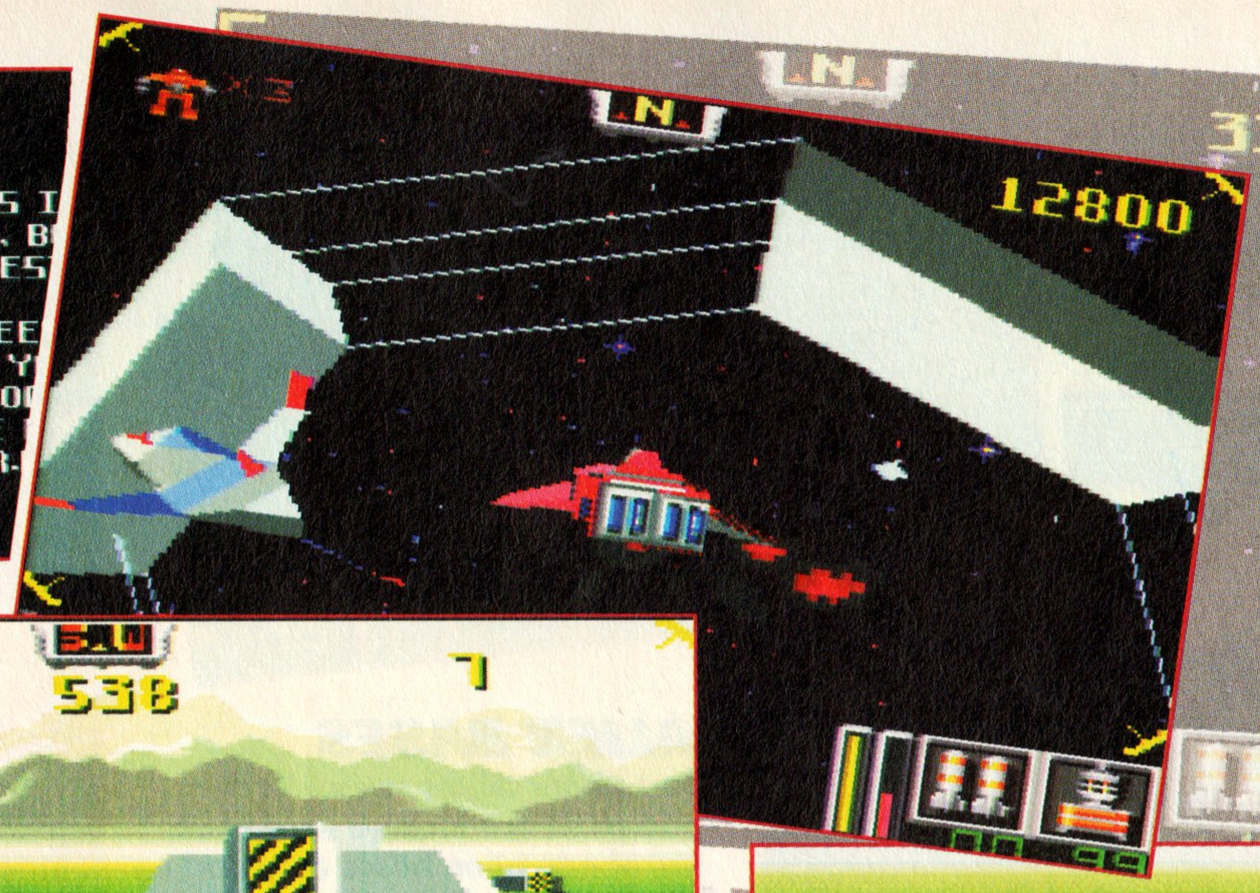
PRESENTED IN... DOLBY SURROUND

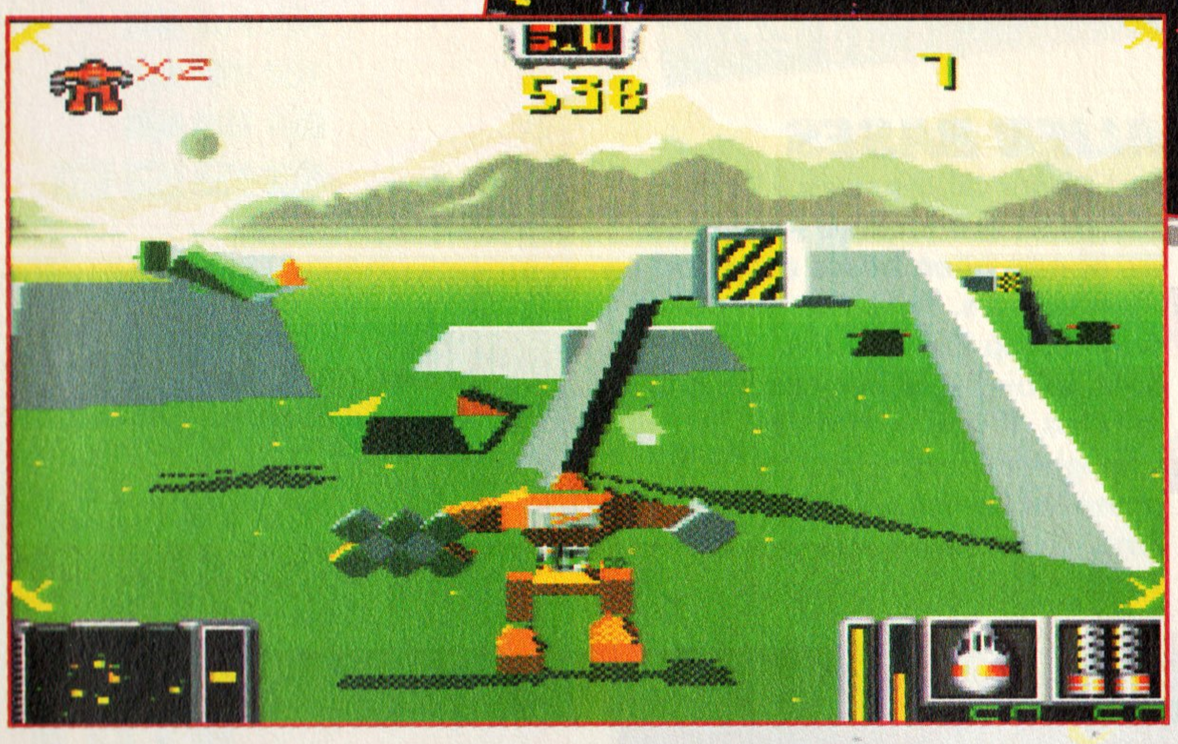
Should you be lucky enough to have a top-notch Dolby Surround home cinema type arrangement, you'll be pleased to know that Vortex is totally Dolby compatible. And the effect is superb with superb, Surround-mixed music and brilliant effects - you certainly know if there's an alien blasting you from behind, because the appropriate explosion noises come from behind!

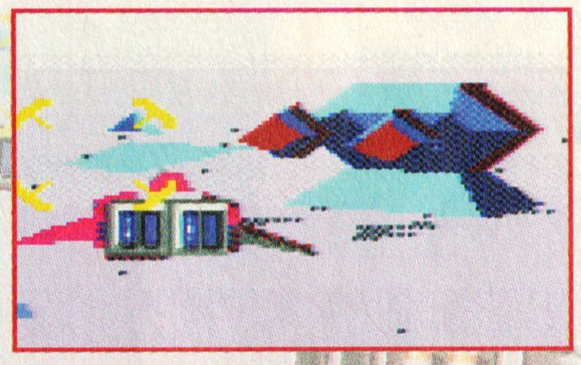
(ABOVE) In the Control System Test, novice pilots are carefully guided through the finer details of the Battle System.

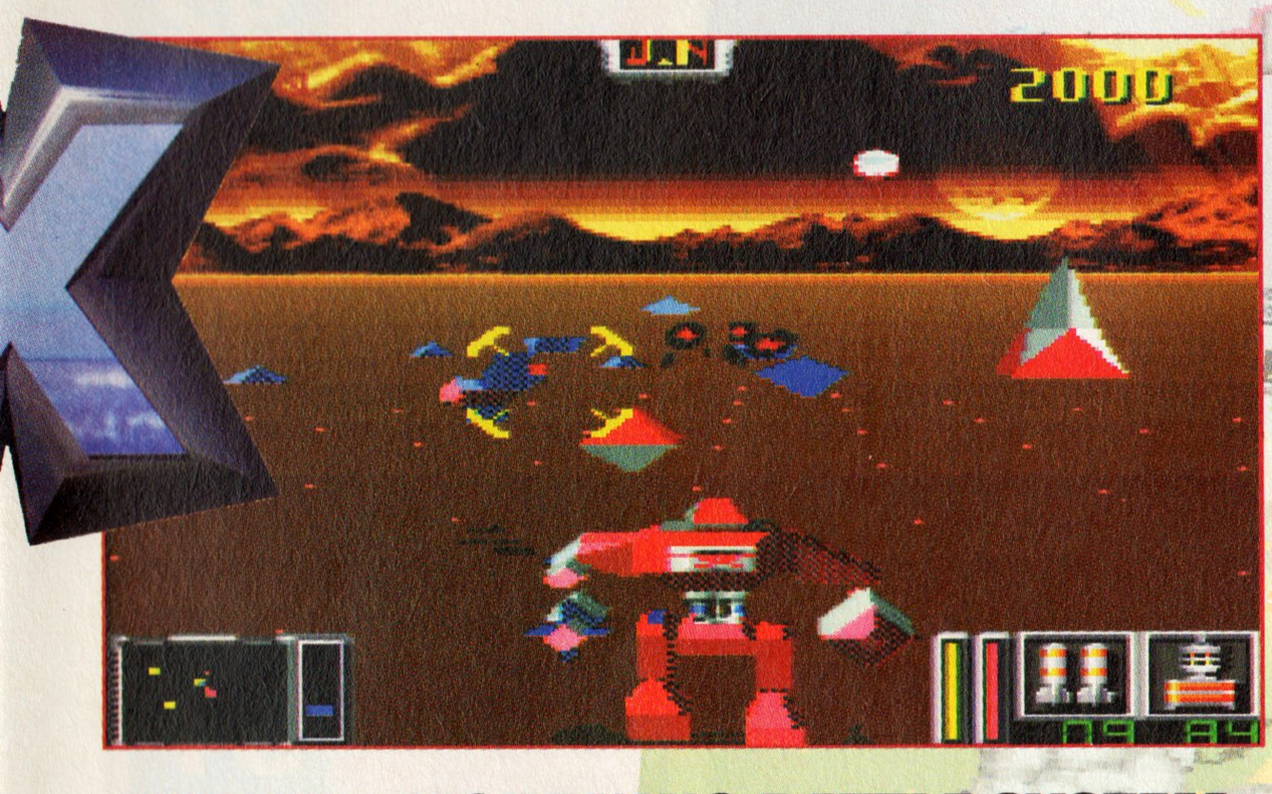

THIS IS THE LAST TRANSMISSION
WE WILL BE ABLE TO SEND. WE ARE
SURROUNDED BY THE AKI-DO HORDES
AND HAVE REPULSOR SHIELD POWER
FOR ONLY FOUR MORE HOURS.


IS IS SONIC JET-MODE. THIS I
E FASTEST MODE OF THE MB5. B
LSO THE ONE WITH THE HIGHES
GAS USAGE. USE THIS FOR
ECONNAISANCE AND HIGH SPEE
RAFING. REMEMBER THOUGH. Y
N'T STOP WHILE YOU'RE IN SO
T MODE. WEAPONS AVAILABLE
THE CANNON AND THE LASER.





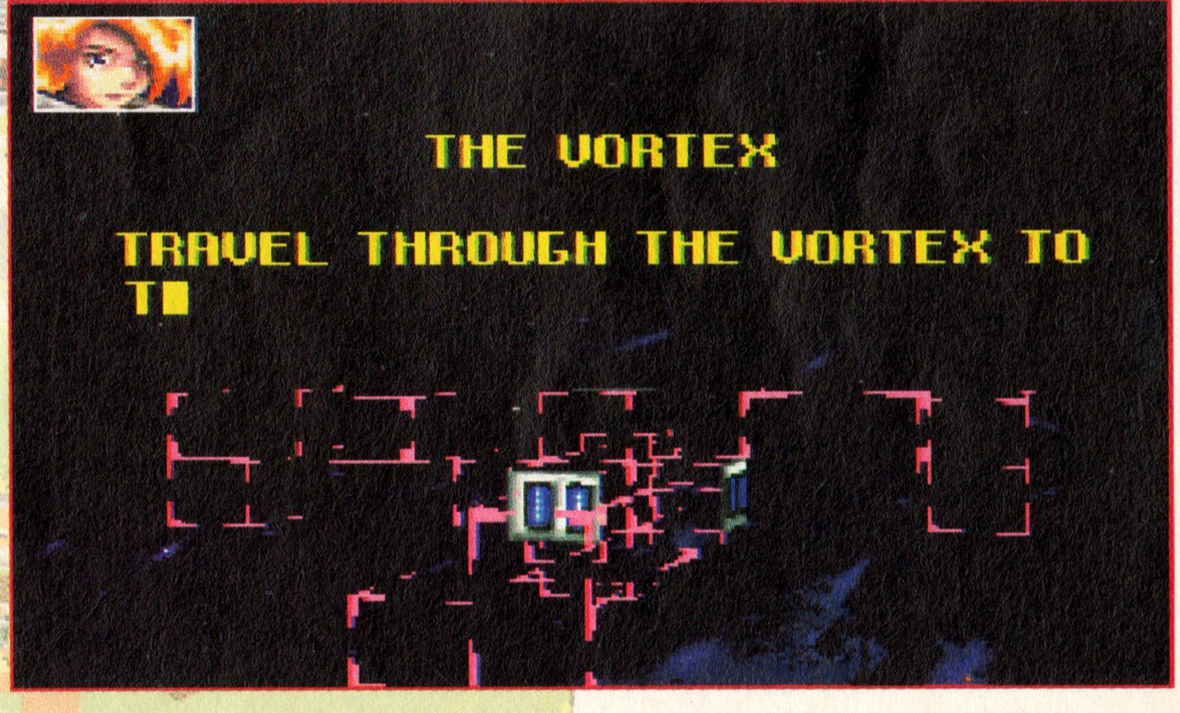




COMMENT

RICH

All the Super FX games have been superb - and Vortex is no different. The first thing that struck me about the game was the sound - the music is superb, incredible even, if you stick it through Dolby Surround. The second thing to get your attention is the graphics. Vortex has some of the most complex 3D in any Super FX game - and it's showed off to good effect in this game. I particularly liked the intelligent camera angles, which zoom in or pan out in order to give the best view of any oncoming enemies. The actual gameplay is top-notch stuff as well. Vortex is incredibly tough to master - even on EASY mode and offers many different challenges. The transforming vehicle is the icing on the cake - getting the best out of each battle mode takes some doing. This is easily one of the best Super NES blasters around. And yes, it is a lot better than Star Wing... although it isn't quite as accessible. Buy, you fools! Buy!



THE MB5 MORPHING BATTLE SYSTEM

Aiding you in your campaign against the barbarous Aki-Do aliens is the most powerful weapon in the galaxy: the MB5 Morphing Battle System. This armoured suit has four different attack modes - all of which need to be mastered in order to repel the Aki-Do menace.

WALKER

WEIGHT: 9800
HEIGHT: 5.2
TOP SPEED: 60
NOTES: The best all-round mode. Three forward speeds, one reverse along with low energy consumption. You need to be in walker mode to fire missiles or pick up objects. Laser cannon equipped as standard.

HARD SHELL

WEIGHT: 9800 KG
HEIGHT: 1.3 M
TOP SPEED: 10 KM/H
NOTES: Totally invulnerable to all known forms of attack, although each hit does consume energy. Equipped with incredibly powerful Electrobombs. Solar panels are used to retrieve energy when not under attack.

SONIC JET

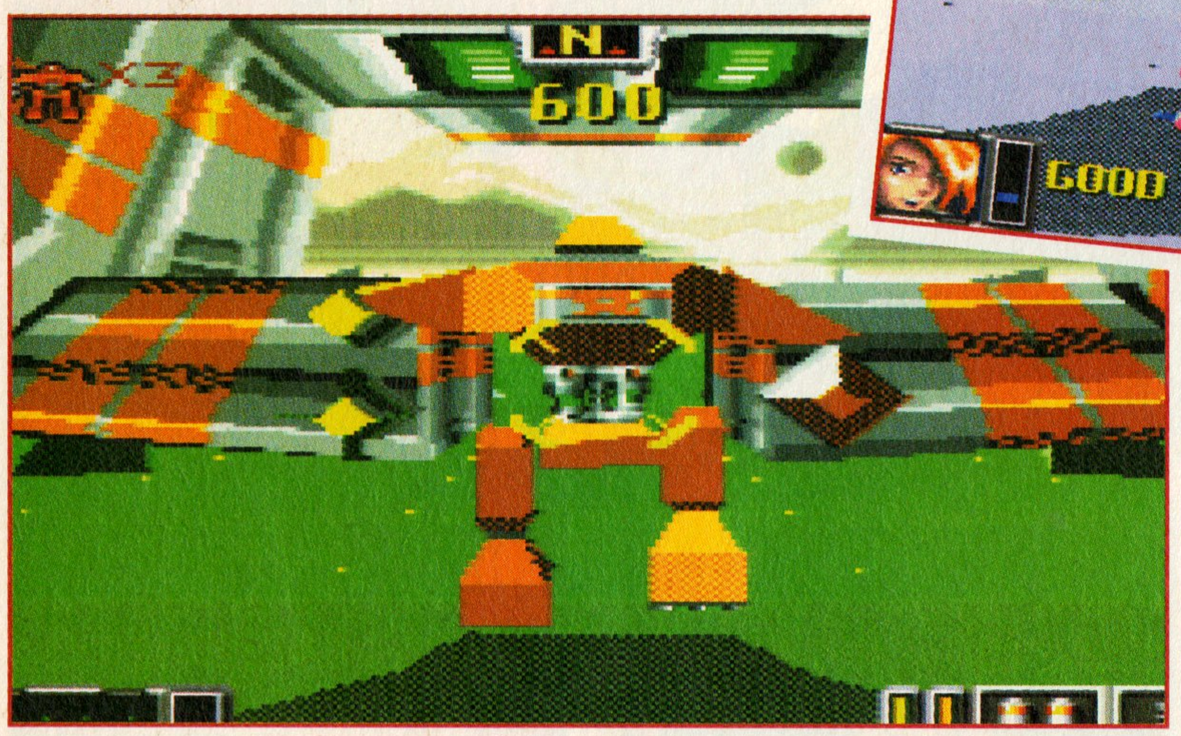
WEIGHT: 9800 KG
HEIGHT: 1.2 M
TOP SPEED: 260 KM/H
NOTES: Best used for reconnaissance and high-speed strafing attacks. Equipped with Hi-Thrust propulsion system and air brakes. Double laser cannon on the jet's tip. Warning! Very high energy consumption!

LAND BURNER

WEIGHT: 9800 KG
HEIGHT: 1.3 M
TOP SPEED: 160 KM/H
NOTES: Almost as fast as the Sonic Jet, but doesn't have the same energy consumption problems. Single laser cannon equipped as standard. An all-terrain vehicle with jump facilities to clear obstacles.

FINAL FRONTIER

The very first level of Vortex takes place in space. This one of the only areas where you don't have complete freedom over your movements. Instead you travel along a warp tunnel, doing battle with the alien fiends that cross your path. Look out for the *very* nasty end-of-level boss...

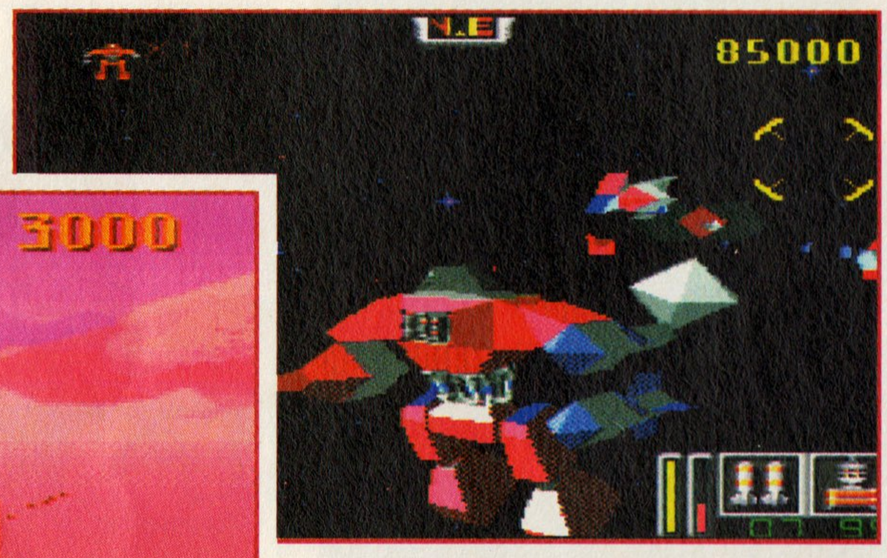


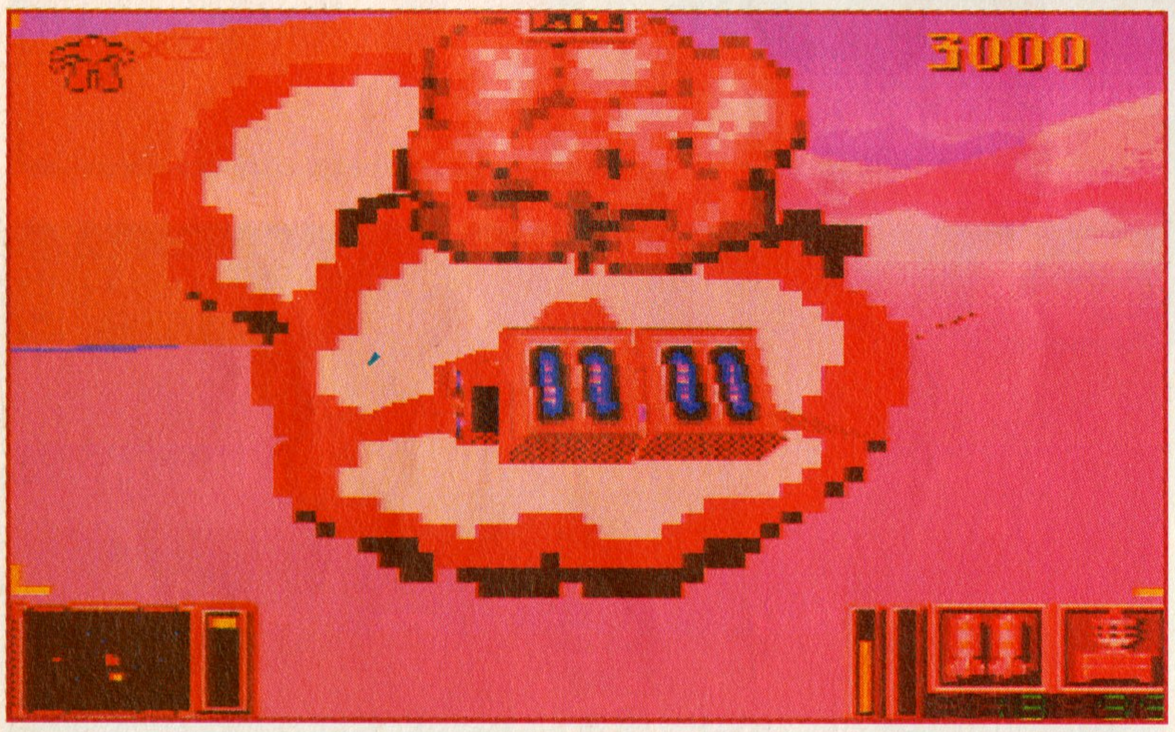
ALIEN BASES

Just about all the useful items you need are located inside sub-terranean alien bases accessed via elevators. Take the left down, then stomp through the corridors, avoiding enemy traps and missiles. If you're cunning enough you can use a lot of the bases' defences against each other to make your progress that much easier.

LANDSCAPE BLASTING

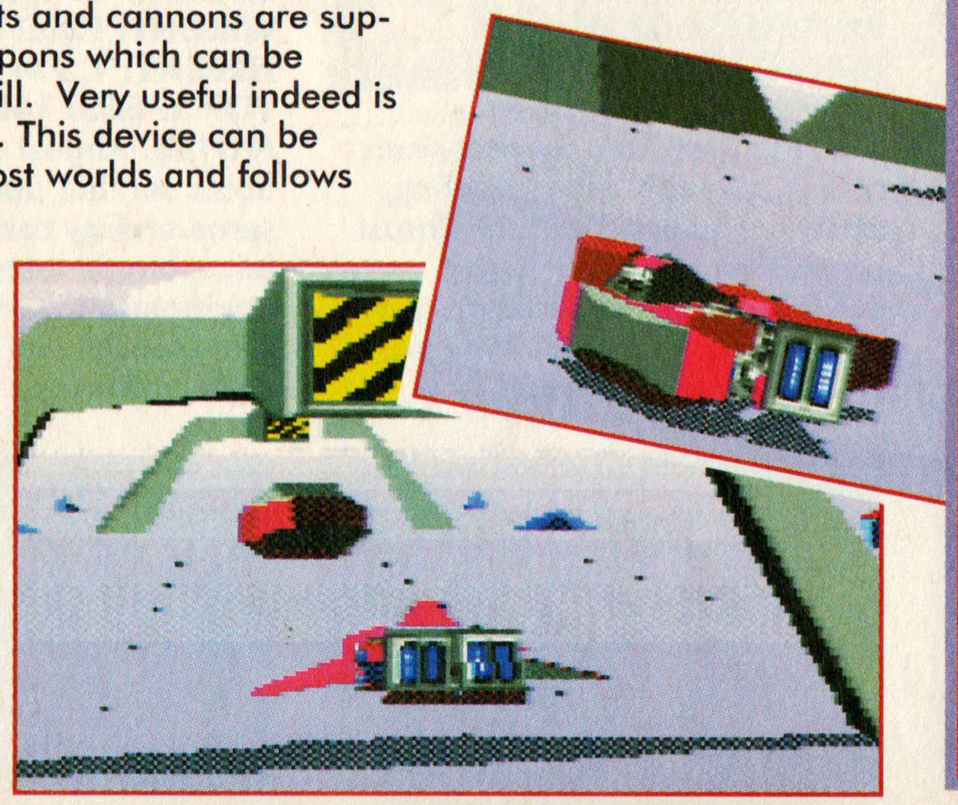
The majority of the game takes place on the surface of a planet. You have total freedom over your movements here, and it's usually your job to locate and infiltrate enemy bases established on these occupied worlds.





TOOLS OF DESTRUCTION

A decent array of weaponry has been bolted onto the MB5 in order to help you blast the brown stuff out of the alien menace. The most useful weapon is the laser cannon, which although not that powerful, is quick to recharge. Missiles can be used whilst in Walker mode, which are slower than lasers but more powerful. Rockets and cannons are supplementary weapons which can be switched in at will. Very useful indeed is the battle drone. This device can be picked up on most worlds and follows you like a shadow, locking on to enemies you might have missed and shooting them to pieces.



COMMENT

PAUL

Argonaut are a talented lot. They've already produced two major titles for the Super NES and Vortex is destined to be their third. It's awesome, and that word isn't used lightly. The transformation idea is marvellous and all the more cool 'cause it's totally original. Switching between battle modes to increase the Battle System's effectiveness is a great rush and it's incredible how controllable they all are. In fact the game's so involving it makes you want to be a Battle System - complete with stonking great shoulder pads, stomper boots and everything! Don't let the strange look of Vortex put you off, trust our recommendation and buy this game. It really is that special. Oh, and by the way, wait until you see what Argonaut have planned for the Super NES next...

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION				■
CHALLENGE				■
REFLEXES				■
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH			■	■
YEAR			■	■

GRAPHICS — 92

▲ Brilliant 3D and superb animation - especially on the main character. The mothership is brilliant.

SOUND — 92

▲ Some haunting techno music and appropriate sound effects - which simply MUST be sampled through a Dolby Surround decoder to get the full effect.

PLAYABILITY — 91

▲ A bit difficult to get into to begin with, but the training sessions set you up well for the main game. And once you're into it, the game's addiction factor keeps you there. Superlative blasting indeed.

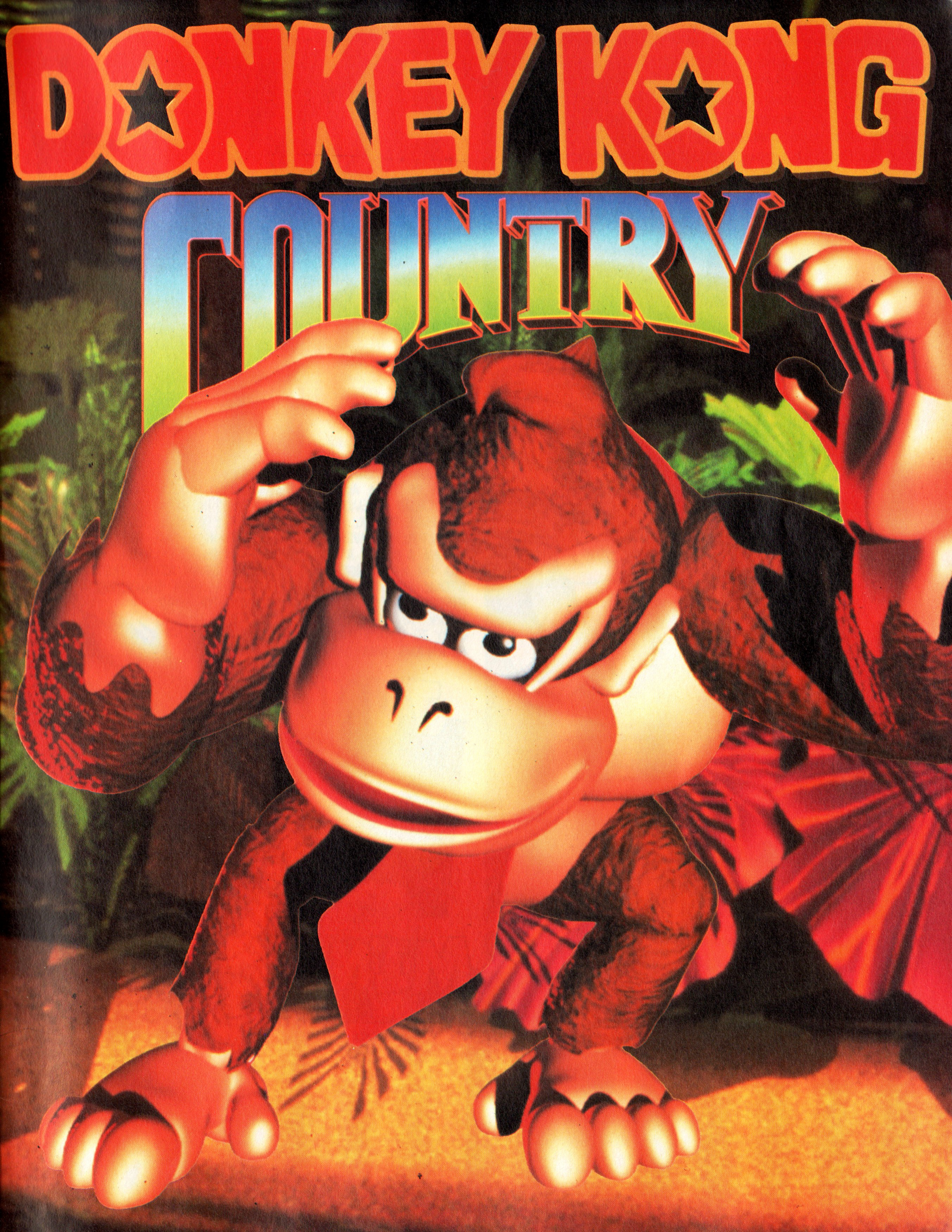
LASTABILITY — 93

▲ This game is hard. Make that rock hard. Even on EASY mode. And there are loads of levels to conquer as well.

OVERALL — 93

Yet another triumphant Super FX title. An essential buy for all blasting fans who want some strategy thrown in with their shoot 'em up action. No, make that an essential buy, full stop.

DONKEY KONG COUNTRY



Donkey Kong Country is officially opened to the public on the 2nd of December, and with it are new possibilities for the future of the Super NES. Programming team Rare, who injected fresh life into the ZX Spectrum over ten years ago, have taken Nintendo's near exhausted 16-Bit hardware and performed a new kind of technological magic.

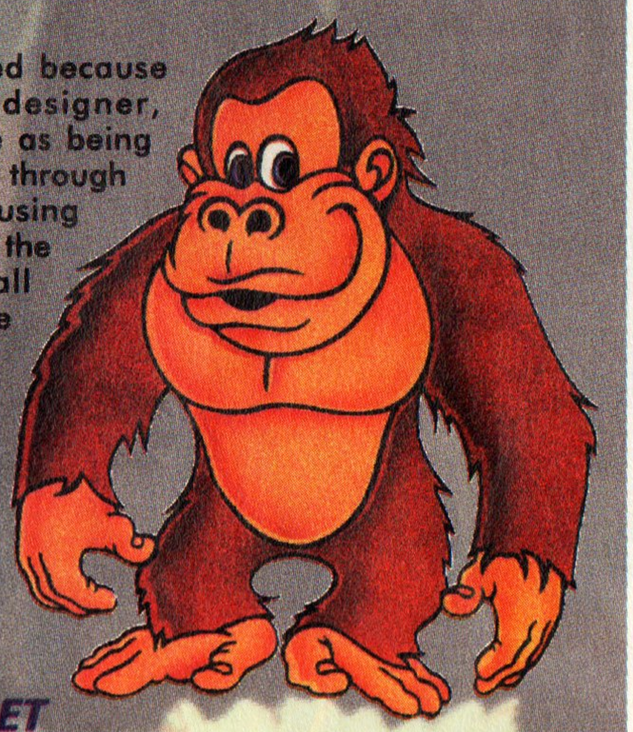
So, as your imagination zooms ahead through new doors of possibility, fix your eyes on the startling images presented over the following 28 pages. First, a brief history of the game's alternative hero is In order.

KONG FACTS

CALL ME STUPID, BUT...

The name Donkey Kong originated because Shigeru Miyamoto, the game's designer, wished to characterise the big ape as being stubborn or stupid. After searching through various dictionaries, the most amusing definition found was 'Donkey'. With the most famous monster gorilla of all time being King Kong, Stupid Ape inevitably became 'Donkey Kong.' Get it?

Shigeru based his creation on the timeless tale of Beauty and the Beast which, apparently, is one of his many favourites. The 'beauty', incidentally, wound up as a little feller with a big nose and moustache named Mario.



DONKEY KONG VS STREET FIGHTER II

The original Donkey Kong coin-op is responsible for the initial success of Nintendo of America. It sold 65,000 units and grossed the company around $200 million! What's more, taking into account two sequels - 'Donkey Kong Jr' and 'Donkey Kong 3,' - the series made sales of over 100,000 units. In comparison the Street Fighter II line has sold just under 50,000.

COUCH BANANAS

Super Mario and Zelda aren't the only Nintendo characters to have starred in TV shows. both Donkey Kong and Donkey Kong Jr were brought to life through a cartoon created by an American production company named Ruby Spears for the CBS-TV Network.

DONKEY KONG FOREVER!

Here's a nice list for fans of Donkey Kong who haven't seen a nice list in a while. It details almost every incarnation of Donkey Kong since his creation - excepting the groovy Game and Watch option plus the Coleco Vision product that Nintendo ended up getting into a big row over.

1981 - Donkey Kong (Arcade)
1982 - Donkey Kong Jr (Arcade)
1983 - Donkey Kong 3 (Arcade)
1985 - Donkey Kong (NES)
1985 - Donkey Kong Jr Math (NES)
1986 - Donkey Kong Jr (NES)
1986 - Donkey Kong 3 (NES)
1988 - Donkey Kong Classics (NES)
1994 - Donkey Kong (Game Boy)
1994 - Donkey Kong Country (Super NES)
1994 - Donkey Kong Land (Game Boy)

EATING DONKEY KONG FOR BREAKFAST!

At the height of its success, fans bought and even bit into everything Donkey Kong. MB games devised a board game around Donkey Kong and Ralston-Purina made a breakfast cereal based on him.

DONKEY

"A LOT HAS CHANGED SINCE I WAS A YOUNGSTER. I'M OLDER FOR ONE THING - OOH-HOOH! HAH! YOU'VE ALL PLAYED MY GAME OF COURSE, DONKEY KONG. YEP, I WAS THE HANDSOME FELLER AT THE TOP THERE, DOING ALL THAT IMPRESSIVE BARREL JUGGLING AND DEATH DEFYING LEAPS ONTO MY HEAD - NO NETS. I WAS PRETTY GOOD WITH THE WOMEN TOO, IN THOSE DAYS. STILL AM, AZZAMATTA OFFACT. EEH! HEEH!

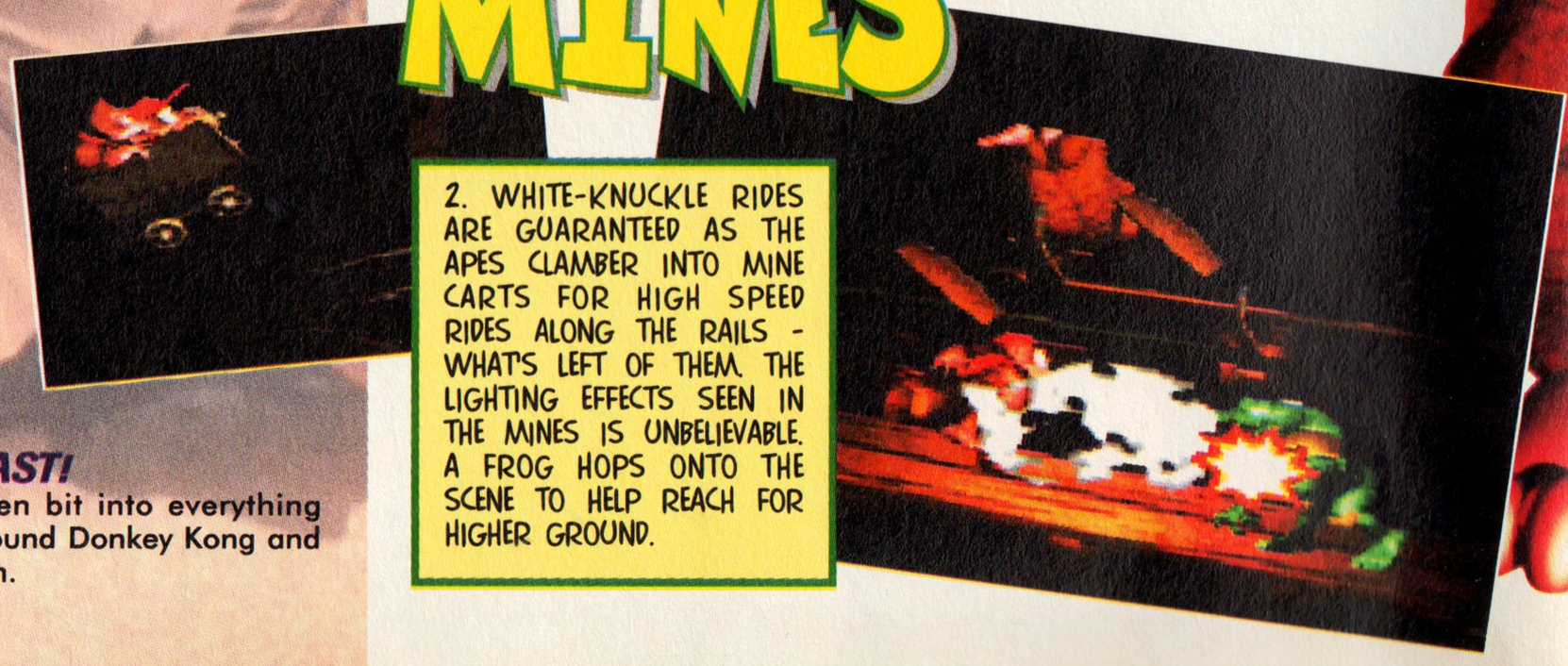
OF COURSE MARIO'S RECEIVED ALL THE CREDIT, BUT I'VE DONE PRETTY WELL OUT OF IT FOR MYSELF TOO. I GOT A NICE STASH OF 'NANAS HIDDEN AWAY FOR WHENEVER I FEEL PECKISH, NEAR MY HOUSE WHICH IS ON AN ISLAND, NAMED AFTER ME, IN THE MIDDLE OF SOME OBSCURE SEA. I SURE TOOK THOSE NINTENDO EXECS FOR EVERYTHING THEY HAD DIDN'T I!

THERE HAVE BEEN SOME LITTLE PROBLEMS OF COURSE. SOME OF THEM ARE A BIT BIGGER TOO. ALL OF THEM ARE CALLED KREMLINGS - REPTILIAN BANANA BANDITS EXCLUSIVE TO MY ISLAND, OF ALL THE ROTTEN LUCK. THANKFULLY I HAVE JUNIOR TO KEEP THINGS SAFE, HE'S BECOME A BIT OF A HERO IN HIS OWN RIGHT BY KEEPING THE KREMLINGS FROM GNAWING AWAY AT MY TASTY STOCK PILE. HOWEVER I FEAR HE'S BEEN SHIRKING RESPONSIBILITY OF LATE, LEAVING ALL THE HARD WORK TO AN AMBITIOUS YOUNGSTER NAMED DIDDY TO WATCH OVER THINGS. I JUST HOPE HE KNOWS WHAT HE'S DOING"...

JUNGLE

1. WELCOME TO THE JUNGLE - WELCOME TO THE GAME! HERE'S WHERE PLAYERS GET PROPERLY ACQUAINTED WITH DONKEY AND DIDDY. THE JUNGLE IS THE BEST PLACE TO REVISIT FOR EXTRA LIVES AND OTHER BONUSES.

MINES



2. WHITE-KNUCKLE RIDES ARE GUARANTEED AS THE APES CLAMBER INTO MINE CARTS FOR HIGH SPEED RIDES ALONG THE RAILS - WHAT'S LEFT OF THEM. THE LIGHTING EFFECTS SEEN IN THE MINES IS UNBELIEVABLE. A FROG HOPS ONTO THE SCENE TO HELP REACH FOR HIGHER GROUND.

KONG COUNTRY

CRANKY KONG'S COUNTRY CAPERS!

YOU DON'T GET TO LIVE SUCH A LONG AND SUCCESSFUL LIFE AS I HAVE WITHOUT LEARNING ONE OR SEVEN THINGS. NATURALLY I HAVE SOME USEFUL TIT-BITS OF INFORMATION TO OFFER, WHICH IS WHY I'VE VOLUNTEERED MYSELF AS TOUR GUIDE FOR YOUR VISIT. OKAY, LET ME JUST FETCH MY STICK SO WE CAN GET MOVING.

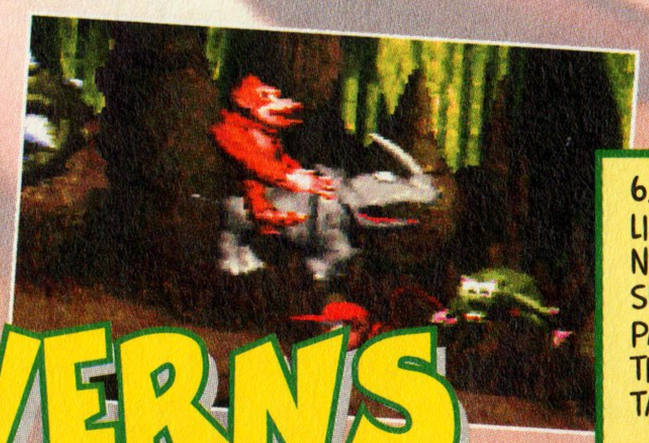
MOUNTAINS

4. HIGH UP IN THE SNOWY CLOUDS THE BLIZZARDS DO THEIR VERY WORST TO MAKE SEEING DIFFICULT. GETTING AROUND IS DONE MAINLY ABOVE GROUND, INVOLVING THE USE OF BARRELS AND ROPE SWINGS.

TREETOPS

3. NO WONDER DK IS RUBBING HIS HEAD; THE TREE TOPS ARE A REAL BRAIN-ACHE! IT'S LESS THAN HALF WAY THROUGH THE ADVENTURE AND ALREADY THERE ARE PROBLEMS, SUCH AS BARRELS THAT EXPLODE AT ALL THE WRONG TIMES, TO CONTEND WITH.

CAVERNS



FACTORIES

5. THE LADS ARE REALLY OUT OF PLACE IN THIS ENVIRONMENT, BUT TACTICS LEARNED EARLY ON ARE JUST AS USEFUL HERE. ELECTRICITY SHOCKS AND THE GRAPHICS ARE SIMPLY STUNNING!

6. STRANGE CREATURES HAVE AN UNNATURAL REACTION TO LIGHT, GNAWTY BEAVERS GET TOUGHER AND THE TWO PALS NEED TO WORK OUT EVERYTHING BETWEEN THEM IN ORDER TO SEE THE LIGHT OF DAY AGAIN. ONCE HERE IT SEEMS LIKE THE PAIR HAVE REACHED THEIR DESTINATION - HOWEVER THEY FACE THE LONG TREK BACK DOWN THE OTHER SIDE OF THE MOUNTAIN BEFORE MEETING WITH THE KING OF THE KREMLINGS.

DONKEY KONG COUNTRY

BALL BOUNCE

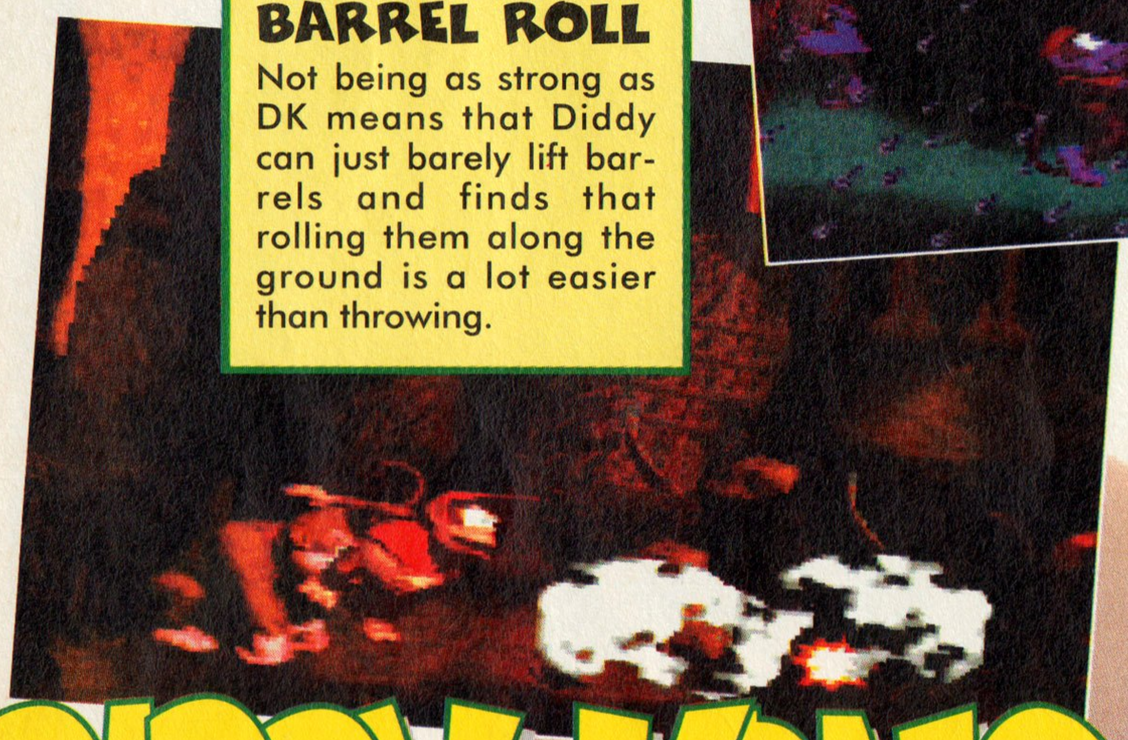
Both Donkey and Diddy dispatch their enemies with a familiar foot-stomping disposal technique. Keep the B button pressed during the attack.

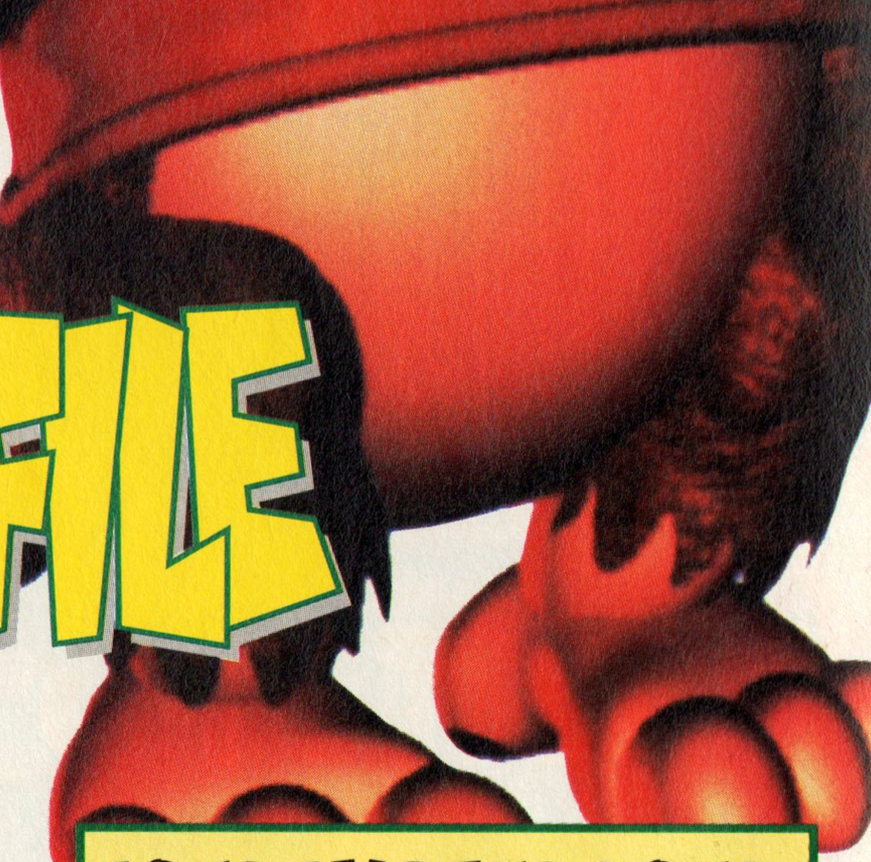
CARTWHEELING

Though not as hard hitting as DK's Barrel Roll, Diddy's Cartwheeling jollies are every bit as effective for clearing the way in style.

BARREL ROLL

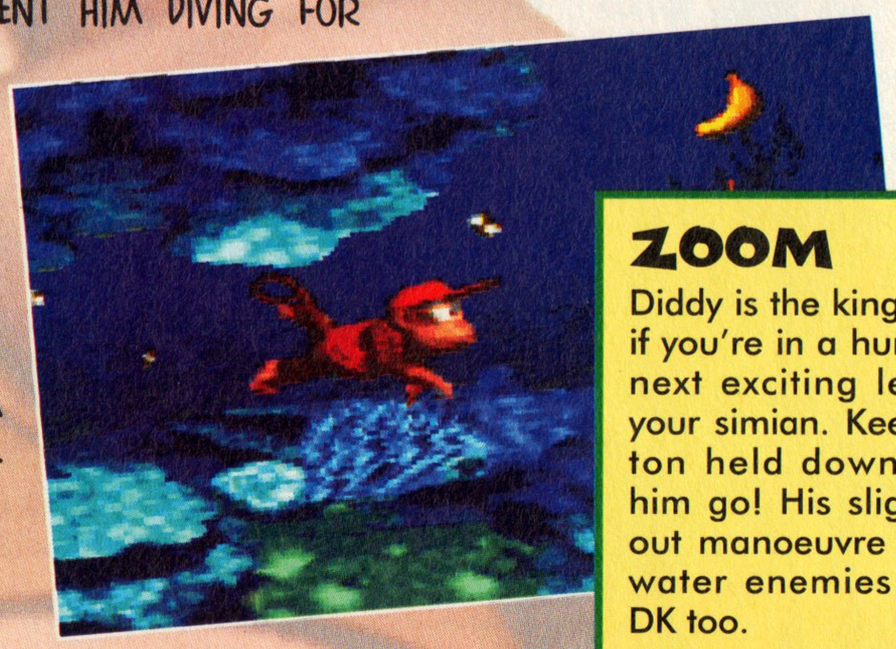
Not being as strong as DK means that Diddy can just barely lift barrels and finds that rolling them along the ground is a lot easier than throwing.





DIDDY KONG PROFILE

'DIDDY WANNA DO THIS. DIDDY WANNA DO THAT.' DIDDY'S GOING TO EARN HIMSELF A SLAP ON THE HEAD ONE OF THESE DAYS IF HE DOESN'T STOP PESTERING ME. GOOD JOB JUNIOR'S AROUND TO SHOW HIM THE ROPE-SWINGS. STILL THERE'S MANY A TIME I'VE SENT HIM DIVING FOR MY FALSIES WHEN WE'VE BEEN DOWN TO THE BEACH FOR COCONUTS AND I'VE GOTTEN ALL MAD AND SHOUTED AT JUNIOR FOR BEING CLUMSY. HE'S A GOOD SWIMMER, I'LL GIVE HIM THAT. QUICK TOO. HMM...

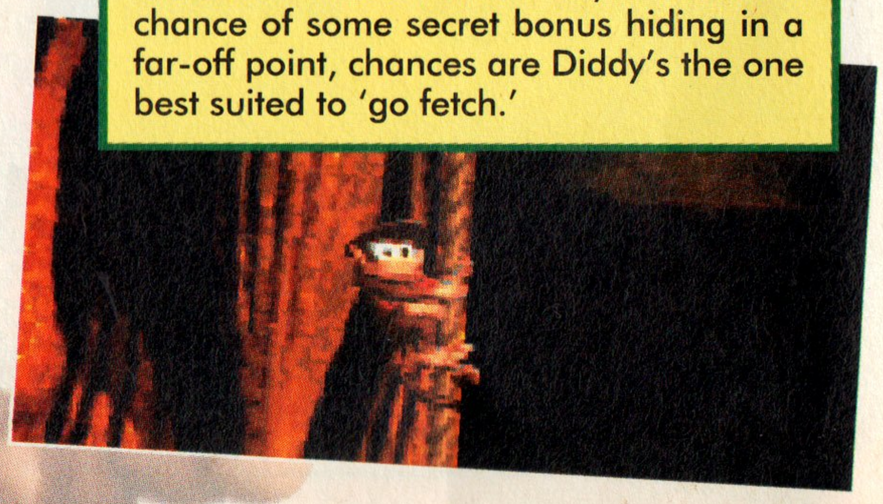


ZOOM

Diddy is the king of speed, so if you're in a hurry to see the next exciting level Diddy's your simian. Keep the Y button held down and watch him go! His slight form can out manoeuvre most underwater enemies better than DK too.

LONG LEAPING KONG

Being so light on the ground allows Diddy the advantage of jumping long distances without effort. So, if there's a chance of some secret bonus hiding in a far-off point, chances are Diddy's the one best suited to 'go fetch.'



DONKEY KONG PROFILE

BARREL ROLL

Tap the Y button and watch DK tumble into the Kremlings like a giant, furry bowling ball. This is a great defence against most enemies. Careful not to send him rolling off ledges though!

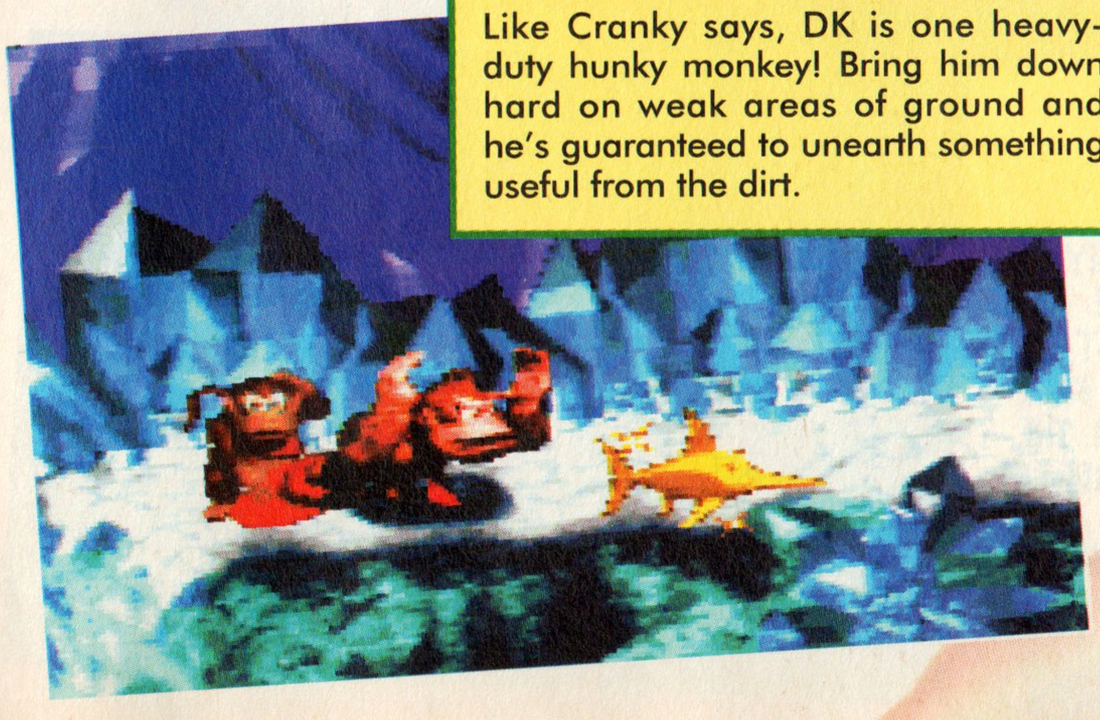
BARREL THROW

Tossing empty barrels about the place is part and parcel of the Kong tradition. Donkey Kong finds it easier than most because he's so strong.

HE'S NOT ME! I'M THE ORIGINAL DONKEY KONG AND THIS GUY'S A TOTAL BEGINNER! LET'S JET GET THIS ONE THING STRAIGHT BEFORE WE GO ANY FURTHER, OKAY! ALRIGHT. THE BIG APE'S ADVANTAGE IS HIS STRENGTH - HE LIKES TO THROW HIS WEIGHT AROUND. HE'S SO POWERFUL HE CAN SMASH HOLES IN THE GROUND JUST BY JUMPING UP AND DOWN. HE MAKES A RIGHT OLD MESS OF MY GARDEN DOING THIS BUT I CAN FORGIVE HIM AERATING THE JUNGLE PATHWAYS BECAUSE HE OFTEN FINDS HELP THIS WAY.

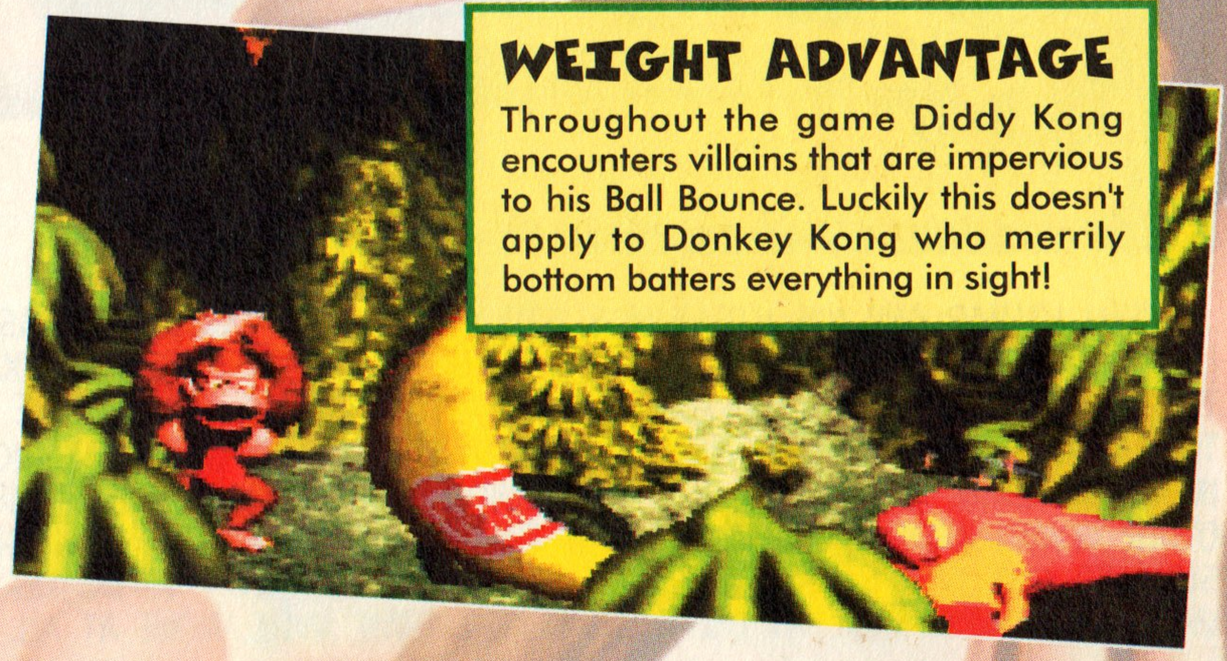
GROUND BREAKING

Like Cranky says, DK is one heavy-duty hunky monkey! Bring him down hard on weak areas of ground and he's guaranteed to unearth something useful from the dirt.



WEIGHT ADVANTAGE

Throughout the game Diddy Kong encounters villains that are impervious to his Ball Bounce. Luckily this doesn't apply to Donkey Kong who merrily bottom batters everything in sight!

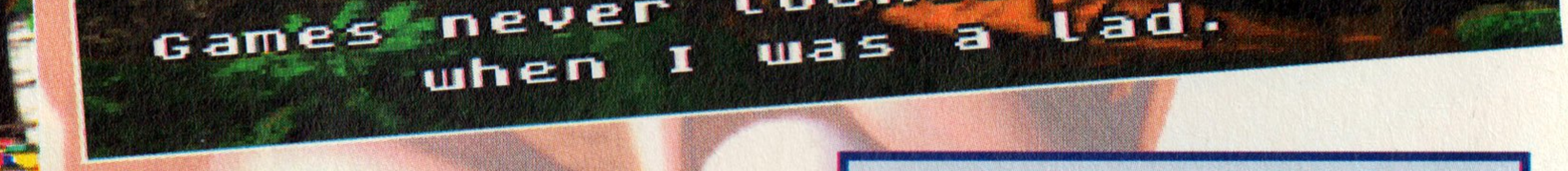


DONKEY KONG COUNTRY

BEHIND EVERY GREAT APE THERE'S A STRONG FAMILY - AND A BIG PILE OF BANANA SKINS. I'M A STRONG BELIEVER IN FAMILY VALUES, AND THE KONG FAMILY ARE INDISPENSABLE. THE LIFESTYLE ON DONKEY KONG ISLAND SWITCHED FROM UNASSUMING EARTHINESS TO A SLIGHTLY MORE HEADY, SELF-ASSUREDNESS AFTER I BECAME FAMOUS, WHICH EXPLAINS WHY SOME OF US ARE A BIT WEIRD. STILL IT TAKES ALL SORTS, HUH?

FUNKY KONG

All credit to Funky for seeing, beyond all probability, the potential in the common or garden water barrel to become a vital component of a sonic jet. At no charge Funky allows all comers to climb aboard his, ahem, 'luxury airliner' for a trip to anywhere on the island. Only clients have to direct him 'cause he doesn't know where anything is properly. Consequently passengers can only visit places already seen. Well, it saves time if nothing else.

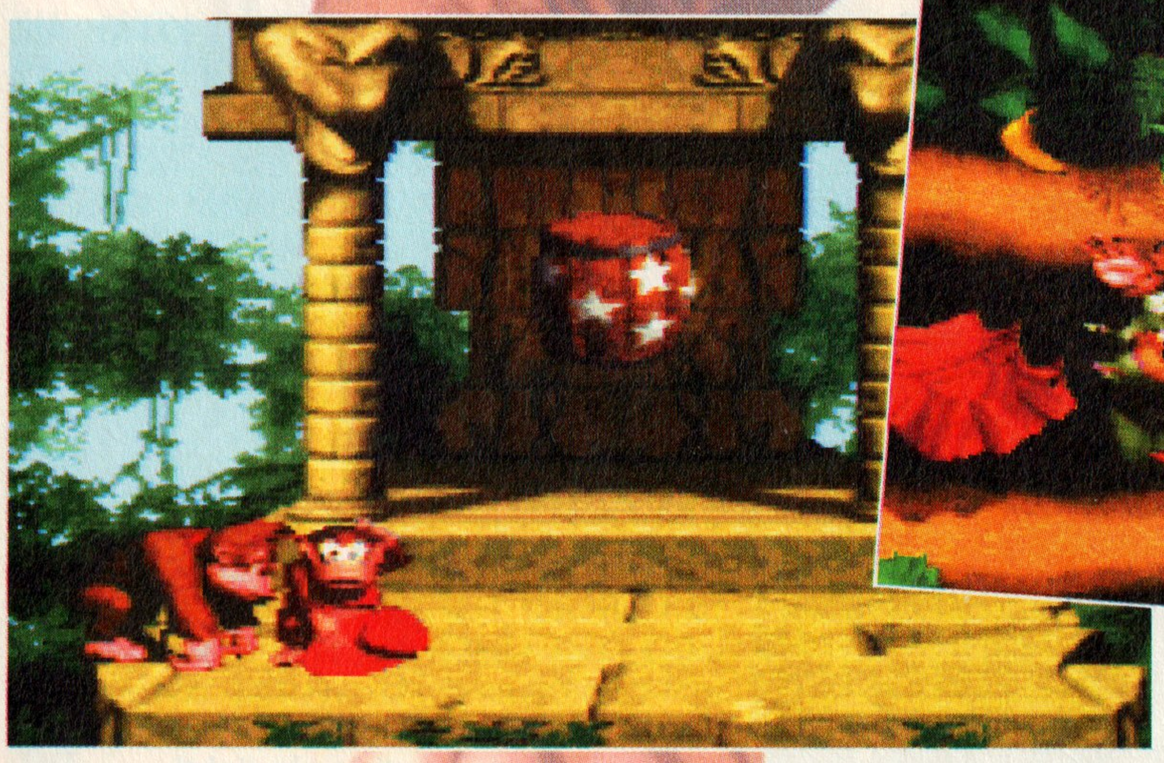


CRANKY KONG

I am the original Donkey Kong and, as such, command barrel loads of due respect from my proteges Junior (the Donkey Kong of this game) and Diddy. With only three frames of animation to my credit, I find it hard impressing games players of today much, still my unrivalled wisdom concerning all things video-game is worth tapping into at every available opportunity. I'm cool!

CANDY KONG

Go see Candy whenever you think you're doing well. She offers to record your status for you - Married, with kids. Single, with new stereo. The whole bit. Naah! Only kidding. Fact is DK's progress is monitored according to how much of the island he's explored. Candy remembers all this for future adventures, allowing DK to carry on exactly where he left off. She even takes into account how many extra balloons (lives) DK has in reserve. What a gal!



... WHEN KLUMP AND HIS KREMLINGS STOLE AWAY WITH OUR BANANAS THEY LOCKED POOR DIDDY AWAY IN A BARREL. THIS DIDN'T PHASE HIM OF COURSE - THE DONKEY KONG CLAN BEING SO SKILLED WITH BARRELS AN' ALL. WE JUST LET THE LAD OUT. PROBLEM IS, EVERY TIME HE MESSES UP HE GETS PUT RIGHT BACK IN THERE AGAIN. THE SAME GOES FOR JUNIOR TOO. SO, EVERY TIME ONE OR THE OTHER COMES ACROSS A BARREL WITH THE INITIALS DK WRITTEN ON THE SIDE, BE SURE TO GIVE IT A KNOCK BECAUSE EIGHT HANDS OR FEET - DEPENDING ON WHICH WAY YOU LOOK AT US - ARE BETTER THAN, WELL, NONE AT ALL I RECKON.

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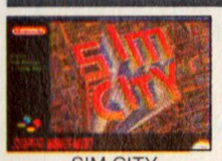
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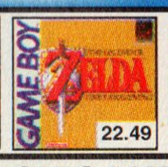

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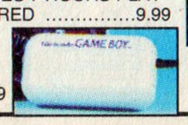

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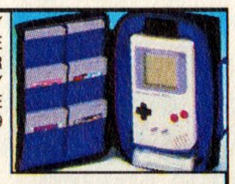

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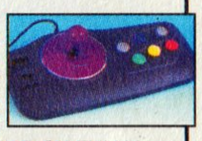

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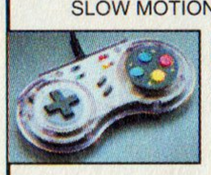

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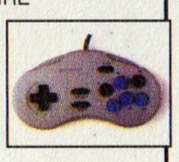

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DONKEY KONG COUNTRY

... YOU MIGHT SUPPOSE THAT DONKEY AND DIDDY BEING SUCH WILD CARDS WOULD MAKE IT IMPOSSIBLE TO WORK TOGETHER, BUT THEY ARE GREAT PARTNERS. IT'S BEST TO BEGIN AN ADVENTURE WITH BOTH APES, SWITCHING BETWEEN THE TWO, LETTING ONE OR THE OTHER ATTEMPT THE TASK MOST SUITED TO THEIR SKILLS. COURSE IF IT WERE ME I'D DO ALL THE WORK MYSELF, THANKS VERY MUCH FOR ASKING.

TAG TEAM

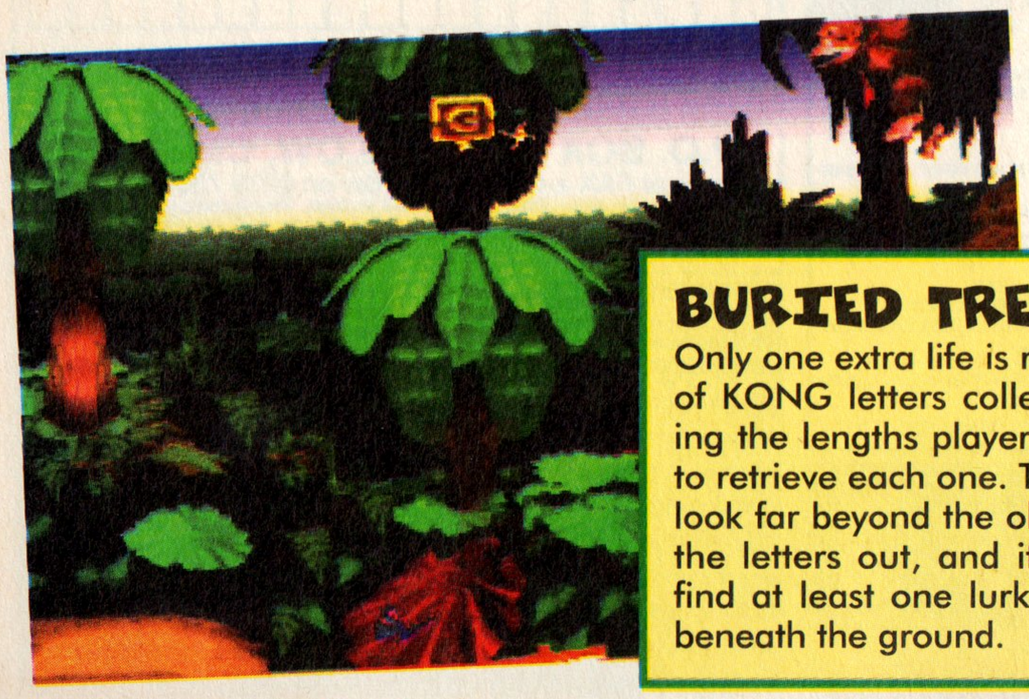
There's no need for one person to go and fetch the drinks whilst the other is having all the fun with Donkey Kong Country. In the first of two 'two-player' options friends take it in turns to carefully negotiate a level. Player one controls Donkey Kong as player two waits to step in with Diddy in case of emergency.

BRAG TIME

A more self-satisfying alternative is to take turns with a friend in proving who's the King of the swing; or who can do no wrong with the Kong! In this mode players go it alone until messing up, at which point it's somebody else's chance to triumph. A neat touch in this mode is the player-two team's golden alternative to the standard red Baseball cap and tie.

... AS ADDED INCENTIVE FOR JUNIOR TO SEARCH EACH LEVEL THOROUGHLY FOUR VERY IMPORTANT LETTERS ARE STASHED AWAY IN THE MOST SECRET OF PLACES. THEY ARE **N**, **K**, **G** AND **O**. PUT THEM TOGETHER AND THEY SPELL **GONK**. CLEVER APES CAN EVEN MAKE THEM SPELL **KONG**. AMAZING! SHOULD JUNIOR FIND EVERY LETTER IN ONE LEVEL HE IS GIVEN AN EXTRA CHANCE TO CONTINUE.

SPELLING TEST



BURIED TREASURE

Only one extra life is rewarded for every set of KONG letters collected, but it's surprising the lengths players need to go in order to retrieve each one. The apes are forced to look far beyond the obvious in order to turf the letters out, and it's not uncommon to find at least one lurking out of sight, way beneath the ground.

... WHEN THE KREMLINGS STOLE OUR BANANAS THE CLUMSY BLIGHTERS DROPPED MANY FROM THE BACKS OF THEIR RICKETY CARTS. THIS MAKES IT MUCH EASIER FOR DONKEY AND DIDDY TO FOLLOW THEIR TRAIL. IT ALSO MEANS THEY DON'T GO HUNGRY AS THEY GIVE CHASE. AS BANANAS ARE SO WHOLESOME, COLLECTING LARGE QUANTITIES MAKES THE LADS FEEL SO GOOD THEY FEEL LIKE A NEW APE - GIVING PLAYERS AN EXTRA CHANCE TO FOUL THINGS UP FOR THEM ONCE MORE. MARVELLOUS ISN'T IT!

YOU NANA!

Huge stock piles of the Kong clan's bananas are hoarded by a cross section of Donkey Kong Island's larger, less friendly residents. Not even Klump and his Kremlings dare attempt to win these back again! If ever DK and Diddy want them returned they have to do battle with the guardian first.

I WANT MORE LIFE

Bananas are for life, so it's desperately important to ensure that not a one, not even a peel, is left behind! Not one, you hear!

MADE TO LOOK AN APE

In his never ending quest for the lost bananas Kong often spies especially tasty-looking specimens that are, quite definitely, beyond reach - usually placed over the mouth of a bottomless pit. Never mind. Probably taste horrible anyway.

BALLOONS 'N' BANANAS

... TRY AS I MIGHT, I JUST CAN'T SEEM TO WEAN JUNIOR OFF HIS FASCINATION FOR BALLOONS. THEY REALLY ARE A DISTRACTION FOR THE LAD BUT, LUCKILY, SERVE A GREAT PURPOSE IN THIS GAME. SHOULD DONKEY OR DIDDY TAG A RED BALLOON THEY EARN AN EXTRA CHANCE FOR THE PLAYER. RARE BLUE-COLOURED BALLOONS ARE WORTH THREE, AND SUPERDUPER RARE BALLOONS, COLOURED GREEN, ARE WORTH A COOL FIVE!

COME BACK!

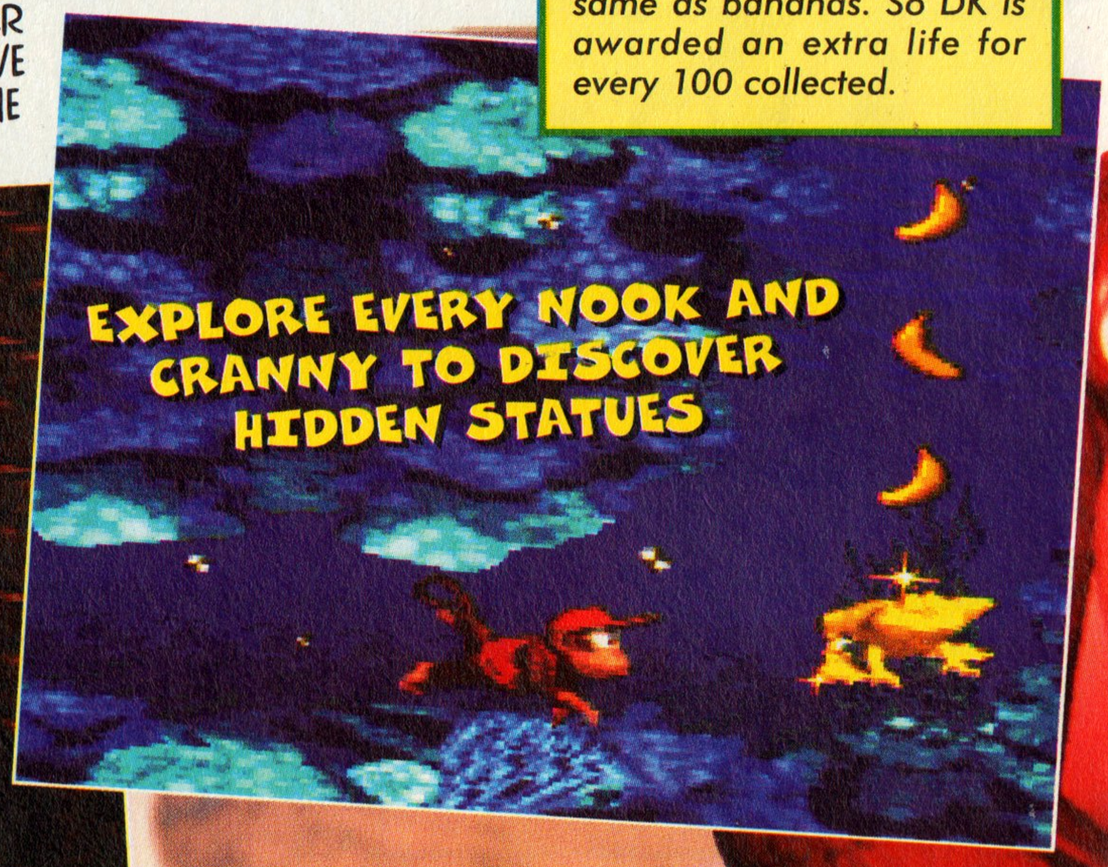
Sounds easy huh? Well don't expect these balloons to just hang around for Kong to pick them up 'cause they won't wait! Once the wind catches them, or the water current depending on the situation, they're off! Gone! Forever!

DONKEY KONG COUNTRY

... OH-HOH YES! ANIMAL TOKENS! I REMEMBER THESE FROM WHEN I WAS YOUNG. NOW WHAT WAS THAT RHYME AGAIN? HOOH, CANT REMEMBER EXACTLY BUT RATHER A MONKEY THAN AN ELEPHANT. THAT'S WHAT I'VE ALWAYS SAID - I THINK. CAN'T REMEMBER... ANYWAY, COLLECT THREE OF THE SAME AND KONG IS TAKEN TO A BONUS GAME.

COPYCAT

The statues collected in the bonus games are worth the same as bananas. So DK is awarded an extra life for every 100 collected.



COUNTRY COLLECTABLES

A golden ostrich statue is found on the very first level but from then on it takes some clever exploration and the discovery of hidden rooms to locate them. It's best to revisit levels that have statues in abundance and keep collecting.

TOKEN REWARD

RAMBLING RAMBI

Use Rambi's power and speed to charge over rocky platforms, collecting as many miniatures of himself as possible. Collect the statues at the bottom first then carefully make your way up across the platforms. Watch out for the slippery ice, as Rambi finds it difficult to get a grip with his leathery pads.

IMPRESSIVE EXPRESSO

Hone Expresso's high speed, high flying talents in an area where opportunities for long run ups and much gliding are the thing. Guide Expresso left and right in each cavern to stand the best chance of picking up 500 or more statues. It can be done!

FROG POWER!

Attempting more ups and downs than a yo-yo on a one inch string, Winky makes leaps and bounds to claim prizes hovering high in the air. Use the tyres to reach the platforms that lead to more statues.

SEARCH FOR HIDDEN PASSAGES THAT LEAD TO STATUE MULTIPLYERS

SECRET SWIMMER

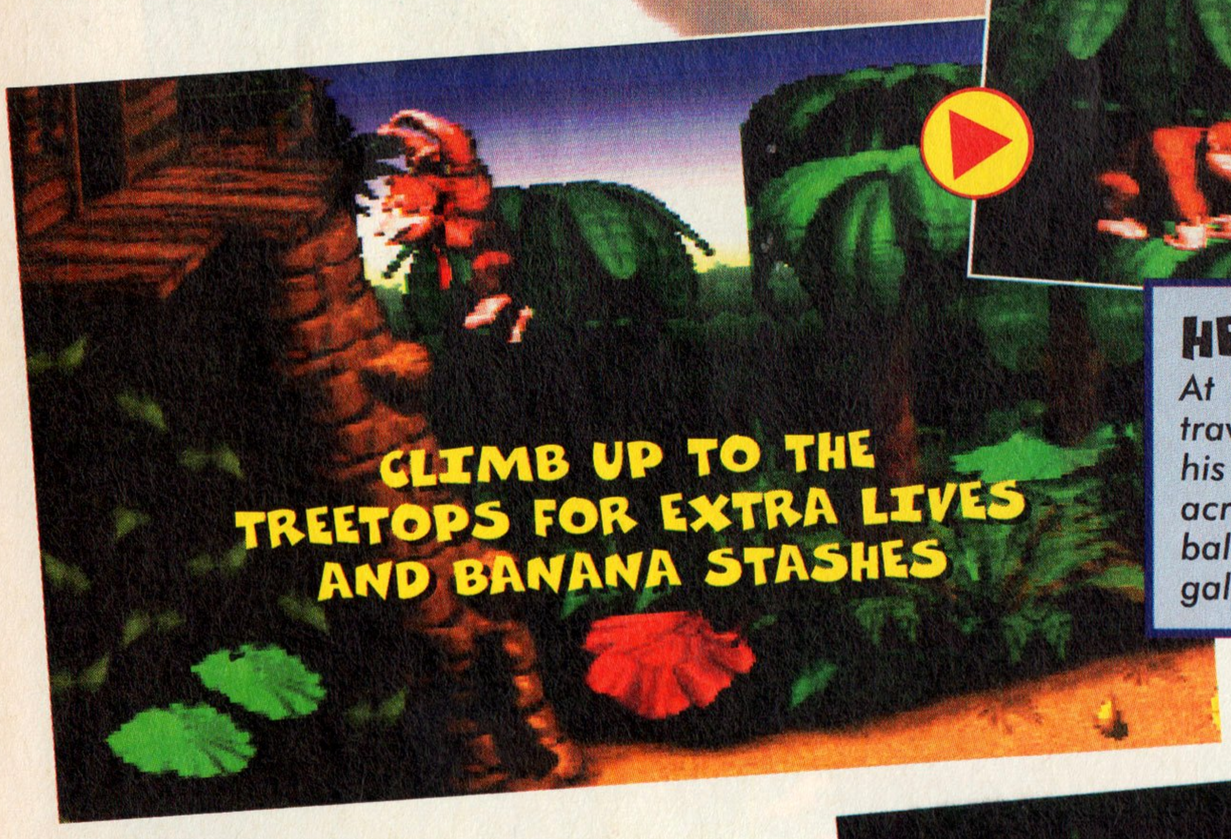
Darting beneath the sea, between rocks and seaweed, Enguarde is in his element. Use the swordfish stab-attack to add some extra speed in the fast lane. Exploration sometimes reveals secret coves in which clusters of Enguarde icons bob to the music. Look out for the huge Enguarde icon and the x2 icons to really boost your ape livestock.

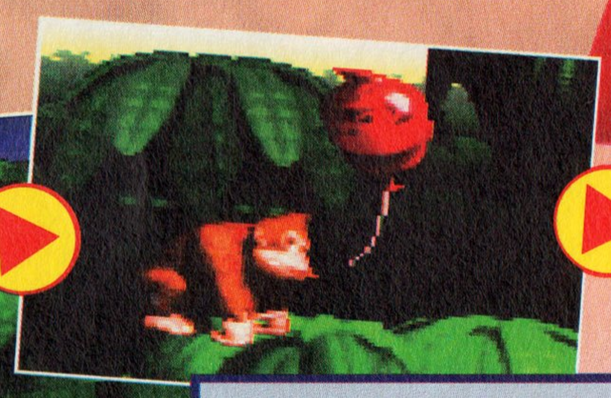
DONKEY KONG COUNTRY

... MY BACK GARDEN! I KNOW IT LIKE THE BACK OF MY HAND, ER... FOOT, ER... ANYWAY, I'VE PASSED ON ALL I KNOW TO JUNIOR WHO'S DOUBTLESS INFORMED DIDDY ABOUT THE SO-CALLED PERILS THAT LIE AHEAD. I HONESTLY DON'T KNOW WHAT ALL THE WORRY IS ABOUT. HAVEN'T THEY EVER SEEN AN ARMADILLO BEFORE - OR A SNAKE, OR A BUZZARD FOR THAT MATTER.. THE JUNGLE IS WHERE THE LADS LEARN HOW TO PERFORM LIKE HEROES. THERE'S VINES TO SWING FROM AND THE HEAVY LEAVES OF PALM TREES SUPPORT EVEN DONKEY KONG'S WEIGHT WHEN CROSSING THEM IN SEARCH FOR EXTRA LIVES OR OTHER BONUSES.

VARIETY IS THE SPICE

The Kongo Jungle features many different terrains for DK and Diddy to discover. Besides the jungle setting you get a chance to explore some caves and even a brief spell underwater before reaching the first banana horde guardian, the Gnawty Beaver! This first area is a great place to return to later on the game for extra lives.





HEADS UP

At the start of the first level DK travels left and scales the wall to his cabin. From here he can leap across the tree tops for extra life balloons, bananas and gold letters galore!

BARREL BOY

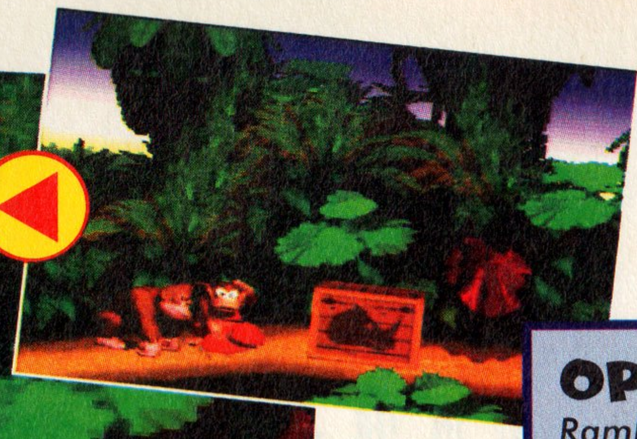
Every barrel has a use in Donkey Kong Country so when you find one look nearby for a concealed door or a hidden hole in the jungle floor. The pictures opposite show Diddy being launched through the air and then landing on the ledge on the right to reveal a another barrel!

RECORD BREAKING

Barrel Canyon certainly has it's fair share of barrels and searching properly reveals some that can propel DK right across the top of the jungle, avoiding all of the Kremlings below!

ROCK AND RAMBI

The jungle is the home to kind animals and not just the cruel Kremlings. Found packed away inside a special crate is Rambi the rhino who likes nothing better than to run at full speed over everything in his path. Rambi can jump great distances and can be used to leap across the trees to pick up any extra items.

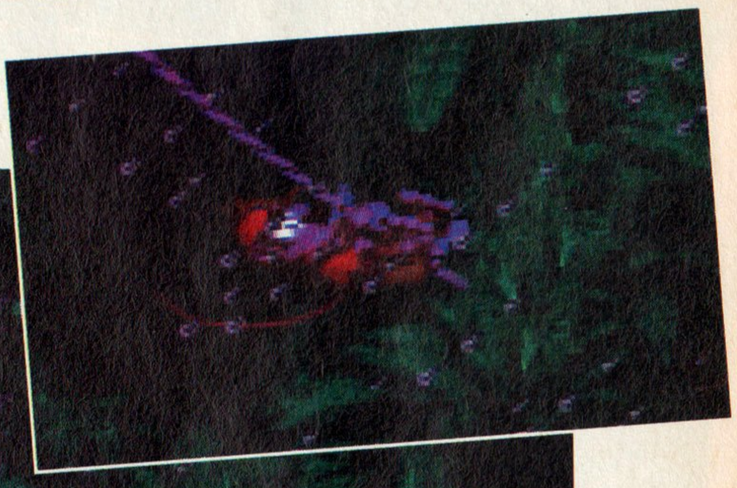


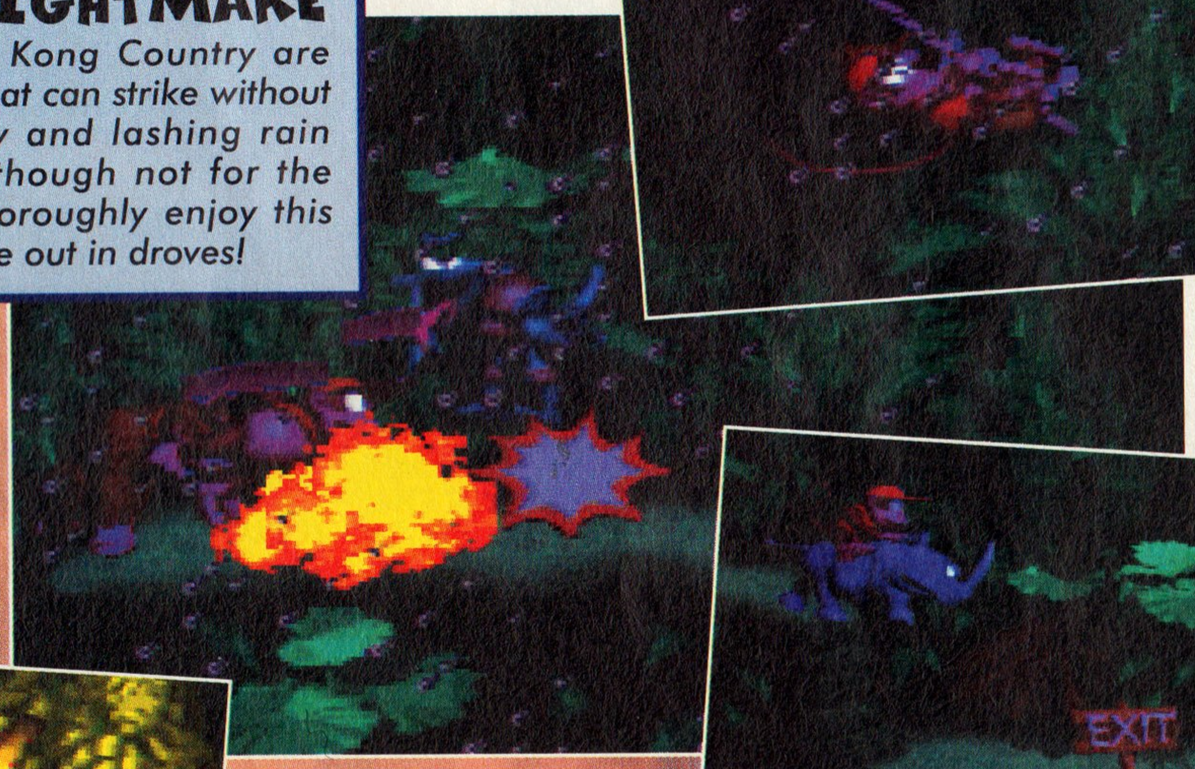
OPEN WIDE

Rambi's horn is great for unblocking cave entrances enabling DK to discover even more secrets!

NIGHTLIFE NIGHTMARE

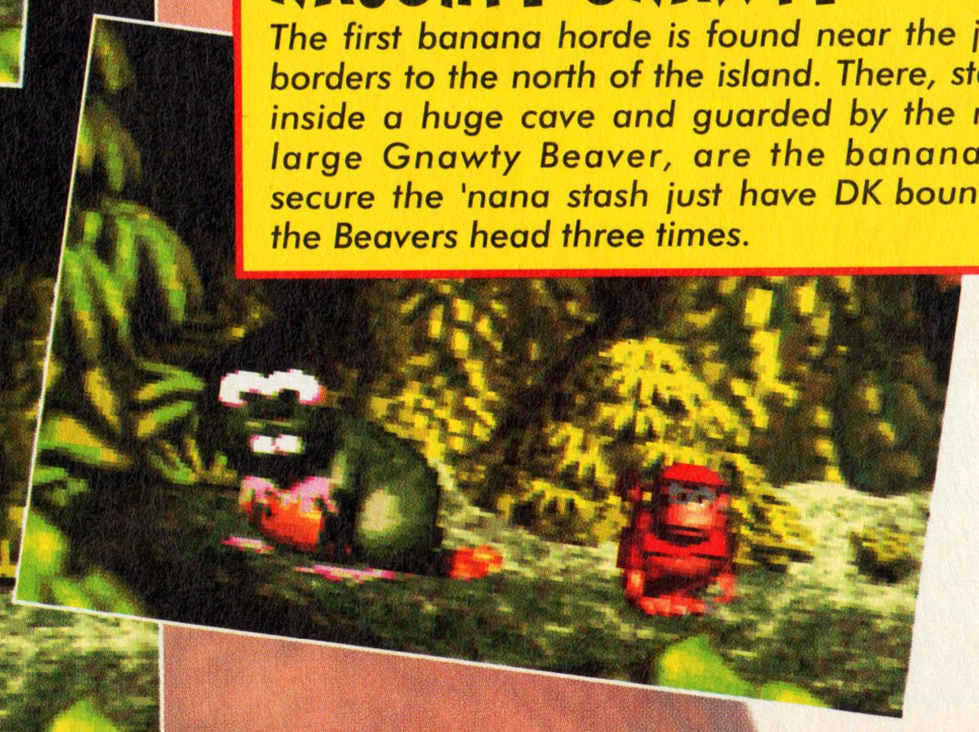
The jungles of Donkey Kong Country are prone to violent storms that can strike without warning. Poor visibility and lashing rain make it tough going, though not for the Kremling horde who thoroughly enjoy this type of weather and come out in droves!





NAUGHTY GNAWTY

The first banana horde is found near the jungle borders to the north of the island. There, stashed inside a huge cave and guarded by the rather large Gnawty Beaver, are the bananas. To secure the 'nana stash just have DK bounce on the Beavers head three times.



DONKEY KONG COUNTRY

... OH NO, I HATE WATER ME - ESPECIALLY WHEN IT GETS UP MY NOSE. SO I'VE ALL THE SYMPATHY IN THE JUNGLE FOR JUNIOR AND DIDDY WHEN THEY'RE FORCED TO SWIM LONG DISTANCES. IT ISN'T JUST THE APES WHO FIND THEMSELVES HOLDING THEIR BREATH IN THESE AREAS EITHER - BET YOU DO TOO!

CLAMMY COUNTRY

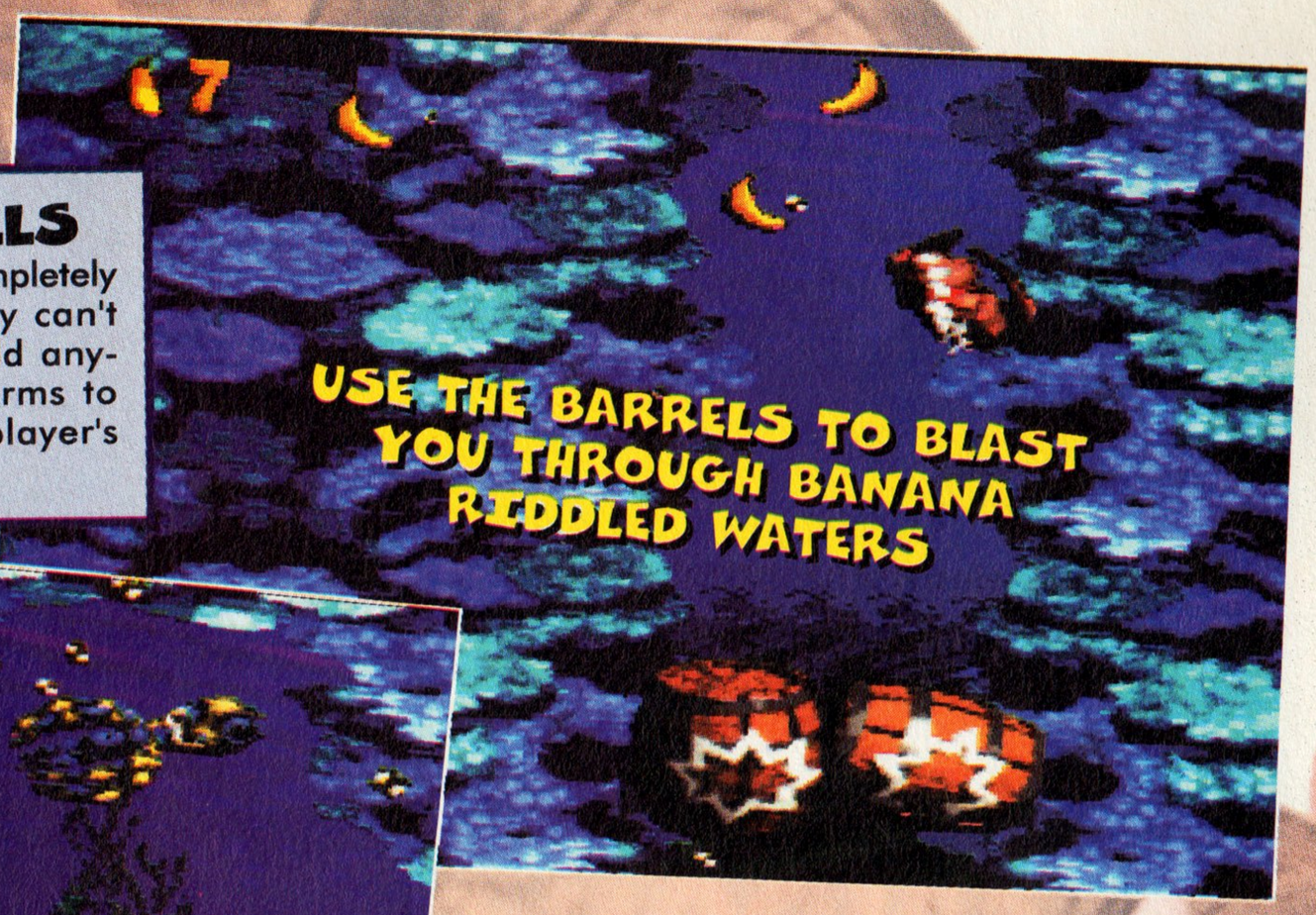
Throughout Donkey Kong Country are areas that are only accessible by swimming through large lakes - home to a selection of fearsome ape eating predators! Sharks, croctopi and pearl-spitting clams are just a few of an apes not-so-favourite things!

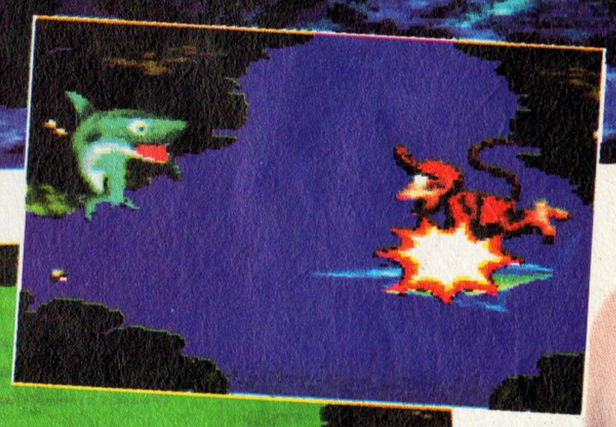
SEEING IS BELIEVING

The chill waters conceal just as many hidden items and secret areas as the mainland. Look for clues such as banana arrows and passageways that are blocked by enemies to point the way to sunken treasure. The picture below shows Donkey and Diddy Kong stumbling upon a secret stash of bananas. Hurrah!

CRACK OPEN A CRATE

To make Donkey Kong's aquatic adventures a breeze it's imperative that he secure the services of Enguarde the swordfish saviour! Break open his barrel to free Enguarde and grab hold of his fin to sail through the watery tunnels. Later levels make it much harder to locate the crate but every underwater stage has one so don't give up!





CHILLS IN THE GILLS

Without Enguarde the apes are completely defenceless. They can't roll. They can't jump and they certainly can't hold anything because they need their arms to swim. The only safeguard is a player's superior reflexes.

CHASE ME

The Croctupi that lurk in the rocky seabed look calm enough but as soon as they are disturbed they come spinning out after the apes like aquatic buzzsaws. Make sure Diddy takes the lead and have him swim as fast as possible to escape their clutches.

NO BLUE FLAG HERE

The deep waters that surround the Kremling industrial area are polluted by chemicals and waste products. This Poison Pond is also situated near the Kremling car factory which explains the large numbers of spiked tyres that float aimlessly around the murky green depths.

5 different **GUNS**,

MISSILES, super missiles,

2 kinds of **BOMBS**

and a change of clothes.

Well, she is a **GIRL** remember.

Samus Aran, the most fearless bounty hunter in the galaxy
ever; Super Metroid. It's a shooting, grappling, morphin

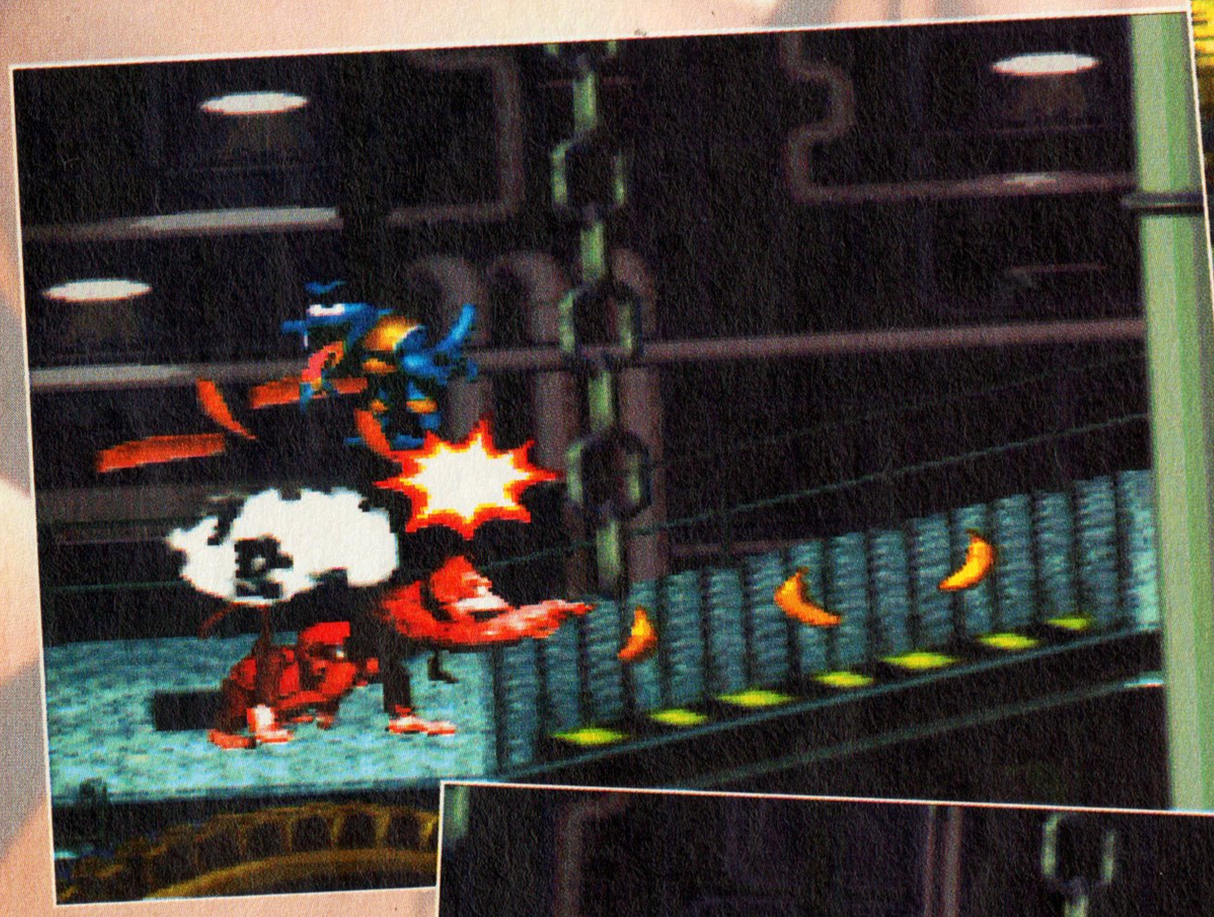
Nincredibly Ninvolving

is back in Nintendo's most challenging game
g, brain-numbing 24 meg monster of a game

Nintendo®

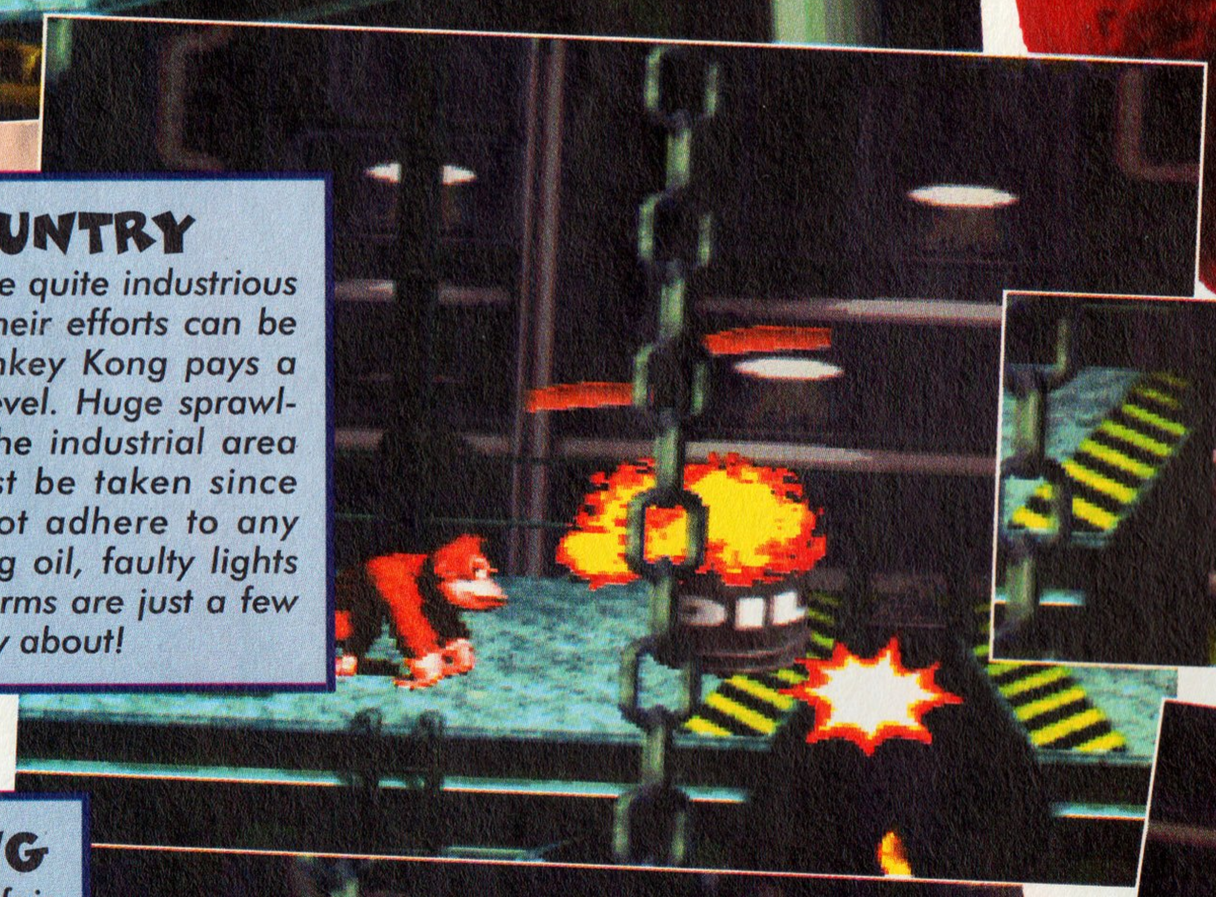
DONKEY KONG COUNTRY

... IF APES WERE MEANT TO MILL ABOUT FACTORY FLOORS, MOTHER NATURE WOULD HAVE MADE US WITH HOBNAIL BOOTS INSTEAD OF HANDS AND FEET. JUNIOR AND DIDDY ARE ASKING FOR TROUBLE WHEN ENTERING THESE SHAMBOLIC MONUMENTS TO KREMLING INDUSTRY. ESPECIALLY WITH ALL THAT LECTROSITY FLYING ABOUT AND THOSE BURNING OIL DRUMS WAITING TO SINGE SOMEONE'S FUR.



CLANKY COUNTRY

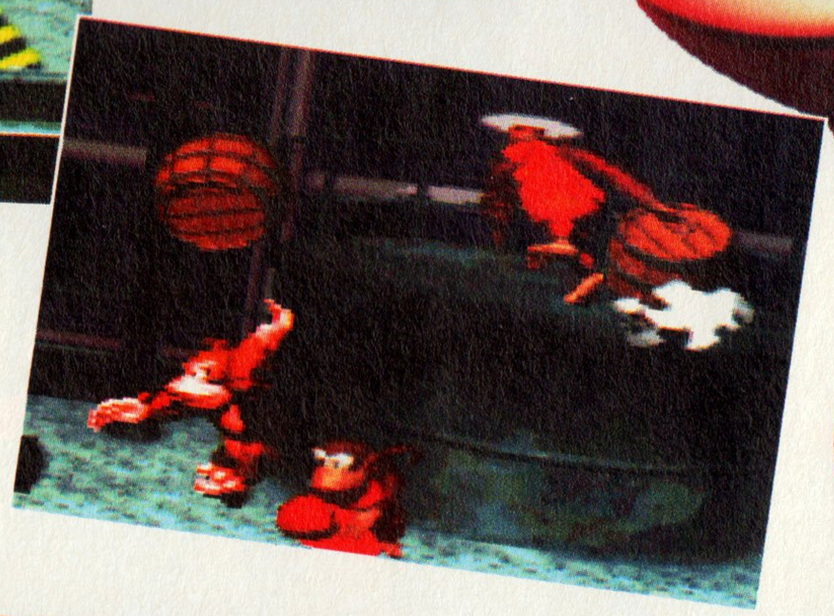
The Kremling race are quite industrious chaps and most of their efforts can be witnessed when Donkey Kong pays a visit to the Factory level. Huge sprawling buildings litter the industrial area and extra care must be taken since most of these do not adhere to any safety codes. Burning oil, faulty lights and collapsing platforms are just a few things for DK to worry about!

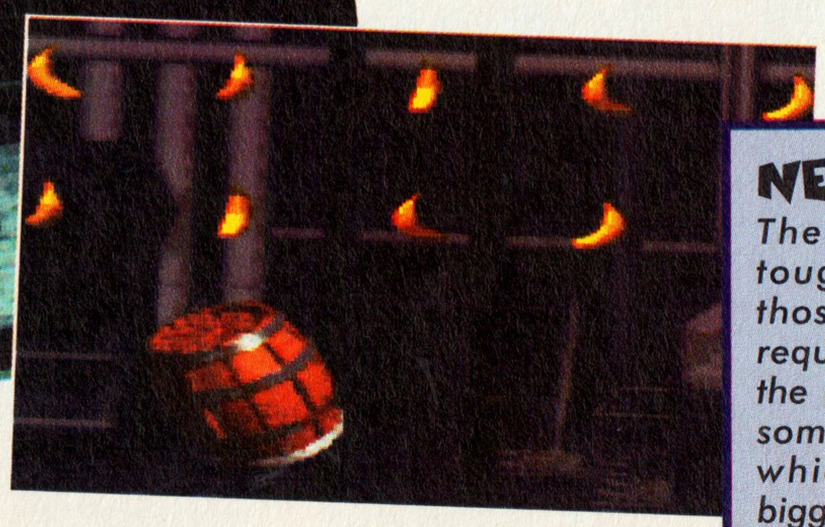


CHAIN GANG

The Factory has it's fair share of secret rooms just like every other level. Most of these are quite well hidden so some thought is definitely required.

FIND HIDDEN BARRELS AND USE THEM TO SMASH OPEN SECRET DOORS





NERVES OF STEEL

The bonus areas are a lot tougher in the Factory than those found previously. Most require precise timing to reap the rewards whilst others need some lucky guess work as to which route to take for the biggest prize.

VICTORY

MAKING TRACKS

Trick Tracks involves some precarious jumping skills as Donkey and Diddy leap across obstacles and enemies whilst standing on a moving platform!

OUT OF GAS

These special platforms require refuelling or they drop! Use nearby ledges and tyres to collect fuel drums before all the green lights go out!

COLLECT FUEL DRUMS TO POWER THE MOVING CATERPILLAR TRACK

COAL COUNTRY

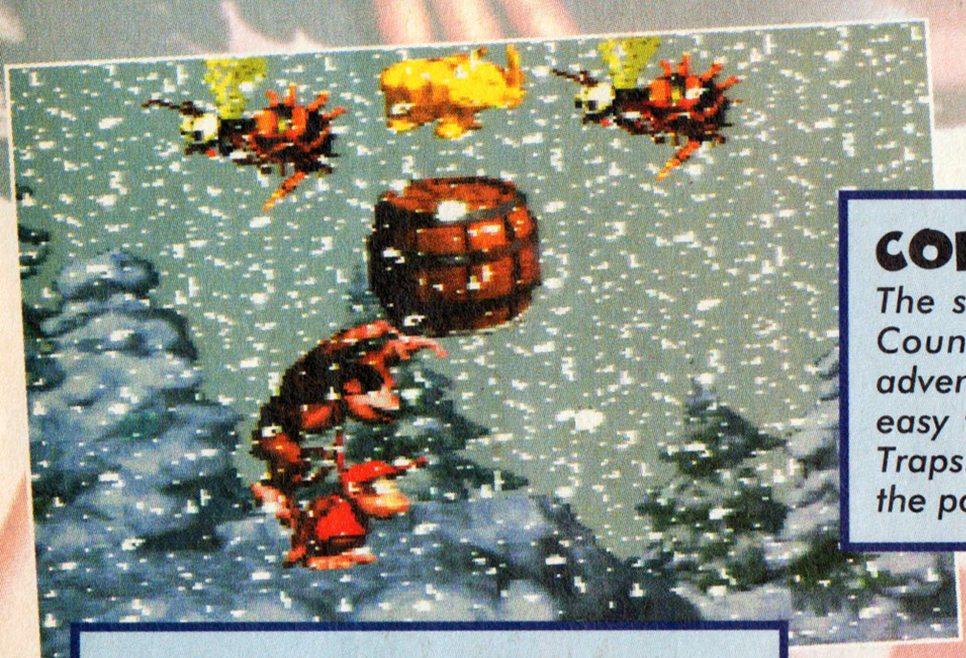
Throughout Donkey Kong Country are areas that can only be accessed large lakes that are home home to a selection of fearsome ape eating predators! Sharks, octopus and pearl-spitting clams are just a few of an apes not-so-favourite things!

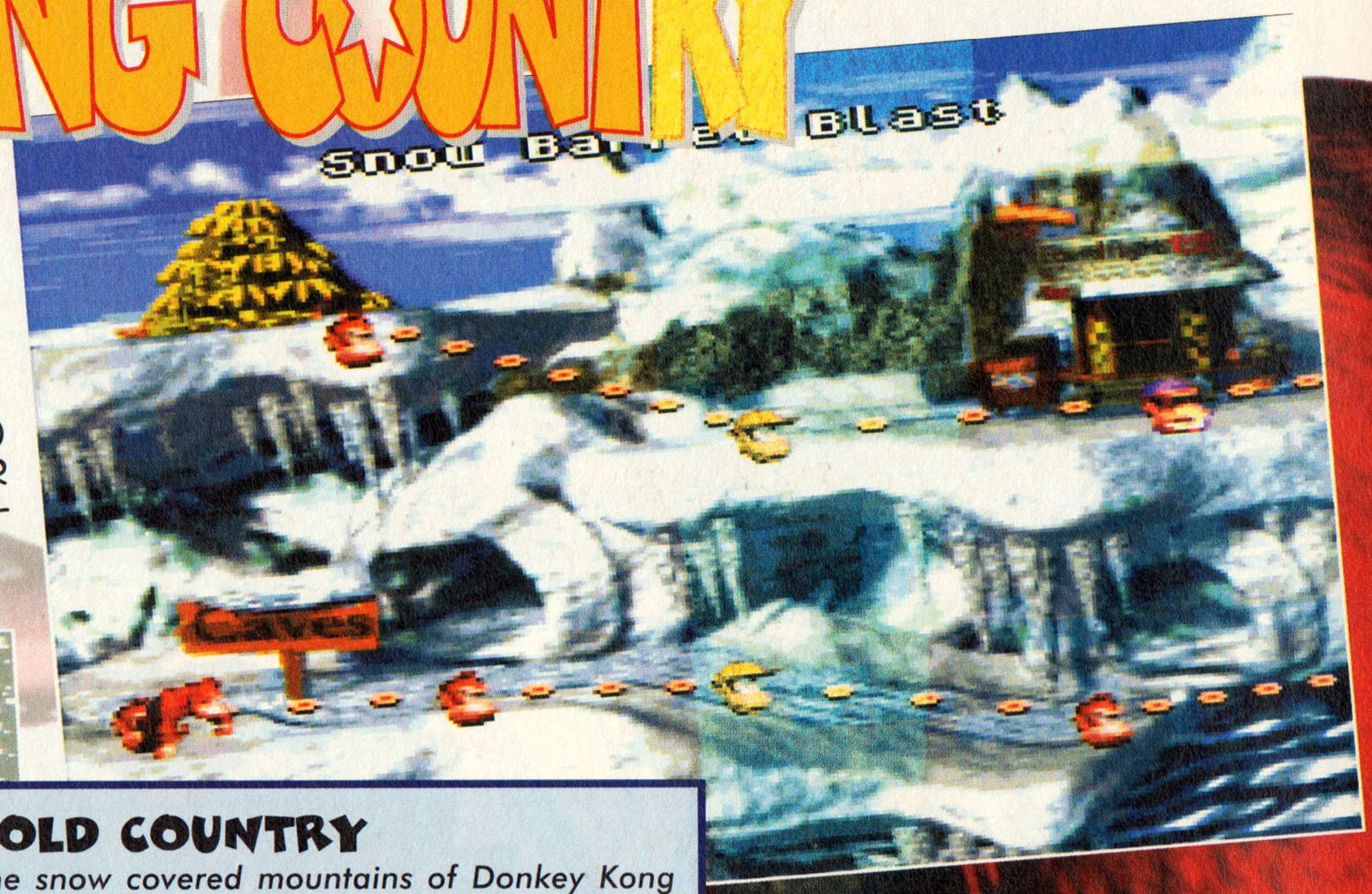
DEADLY DUSTBIN

Another banana horde awaits reclaiming once Donkey Kong has completely explored the industrial level. The guardian of the largest collection of fibre rich fruit so far is a huge demented Oil Drum. Move left and right to avoid the Oil Drum then get ready to dispatch the various enemies that are spat out. Repeat this pattern without touching the Drum and the bananas will be yours!

DONKEY KONG COUNTRY

...THE FIRST TIME I EVER HAD CHILBLAINS I THOUGHT MY SKIN WAS GOING TO SPLIT. THEY WERE ALL RED AND SORE LOOKING. IT WAS ABOUT THAT TIME THAT ALL MY FACE GOT BLISTERED BECAUSE OF THE COLD AND MY EYES ALL SWELLED UP TO LOOK LIKE BRUISED EGGS. IT'S DREADFUL THE COLD. I'D RECOMMEND ANY APE TO GROW THEIR NAILS THAT EXTRA BIT LONGER FOR IDLING ABOUT THE MOUNTAINS TOO; THEY'RE ROTTEN SLIPPY YOU KNOW. ICE, SEE! BRRR!



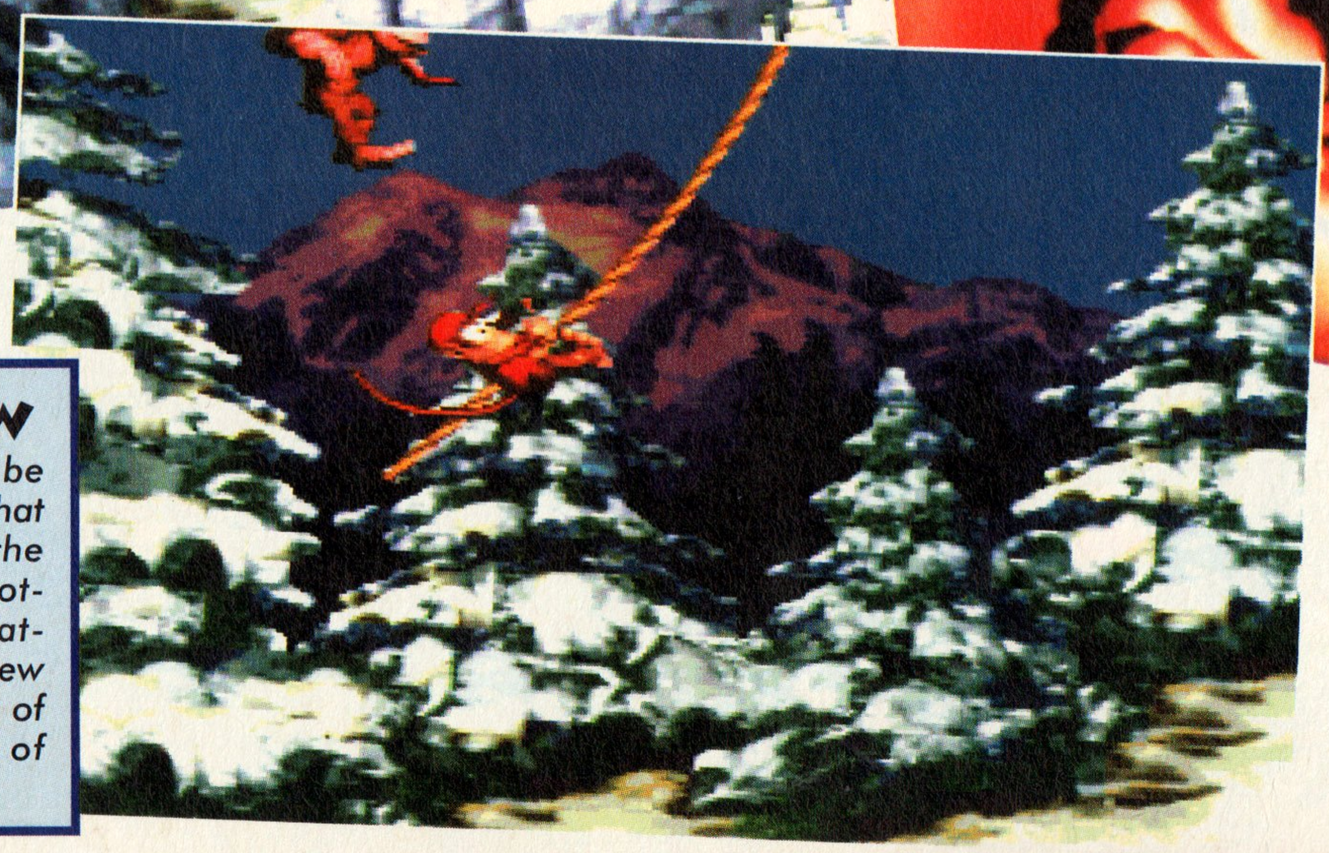


COLD COUNTRY

The snow covered mountains of Donkey Kong Country are extremely hazardous for simian adventurers. The ground is frozen solid and it's easy to slide of ledges or into marauding Klap Traps. Blizzards can strike without warning and the poor visibility makes it hard to find your feet.

SLAP KLAP TRAPS

Finding Expresso the ostrich will make the going a lot easier since the Klap Traps walk between his spindly legs!



SWINGING SNOW

Parts of the mountain need to be crossed by rope but don't think that this is the only way to bridge the gaps. Below what seem like bottomless pits lurk additional platforms and barrels that lead to new areas of the level. Collect plenty of lives before risking any leaps of faith.

TWINKLE TWIN

Don't spend too long staring at the pretty cave walls or you miss the chance to find the secret rooms that hide in every corner. You'll need to use Kremlings and other enemies as stepping stones to reach some of them.

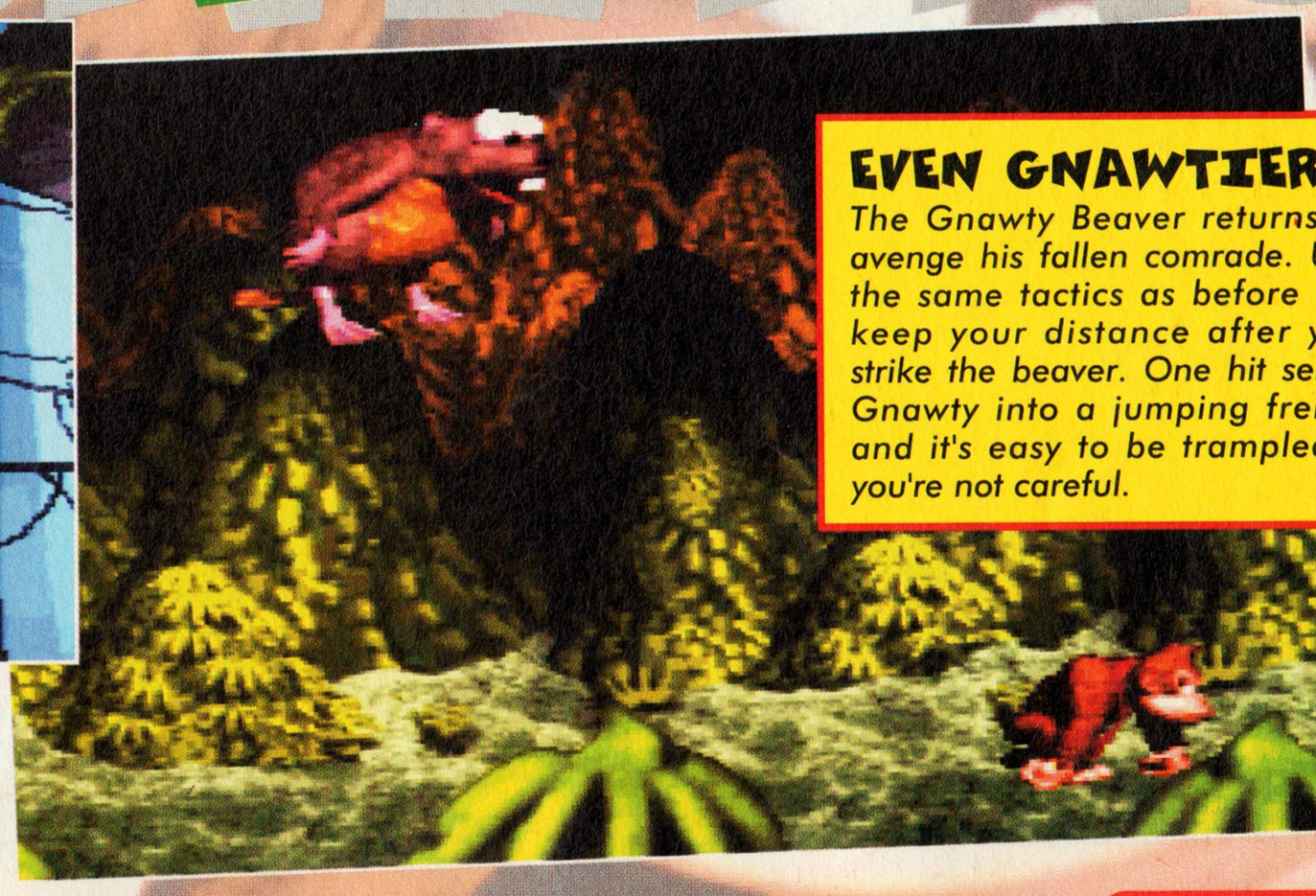
ON THE UP

Passage through the diamond caves involves using the special red or blue ropes. Grab hold of them and they instantly move the holder up or down the rope. Which colour rope goes in which direction? Now that would be telling!

MOUNTAINS

TOPPED TREE TOPS

The pine forests that continue up the mountain are frozen over making them extremely hazardous. Donkey Kong must use tyres to clear most of the gaps.

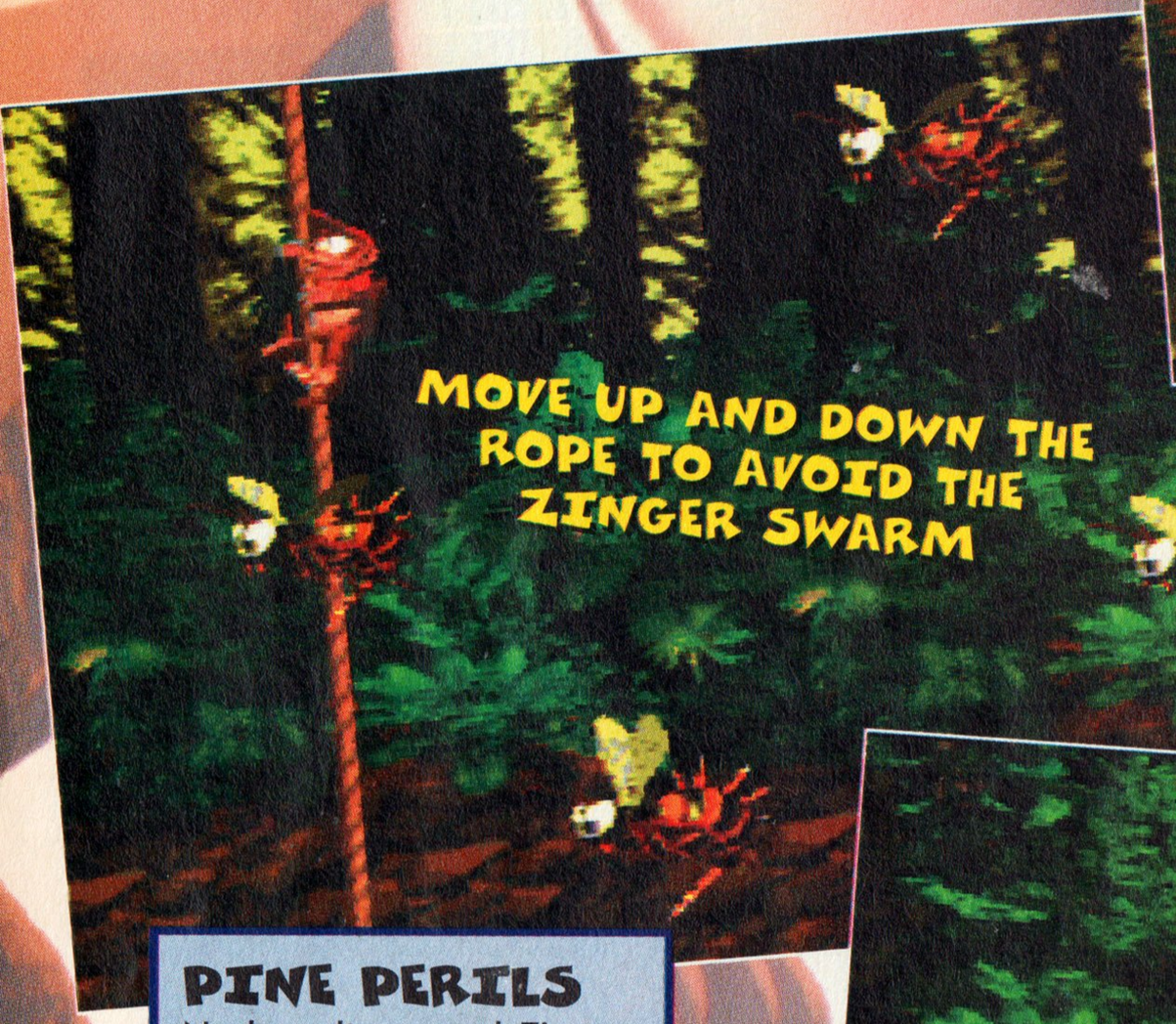


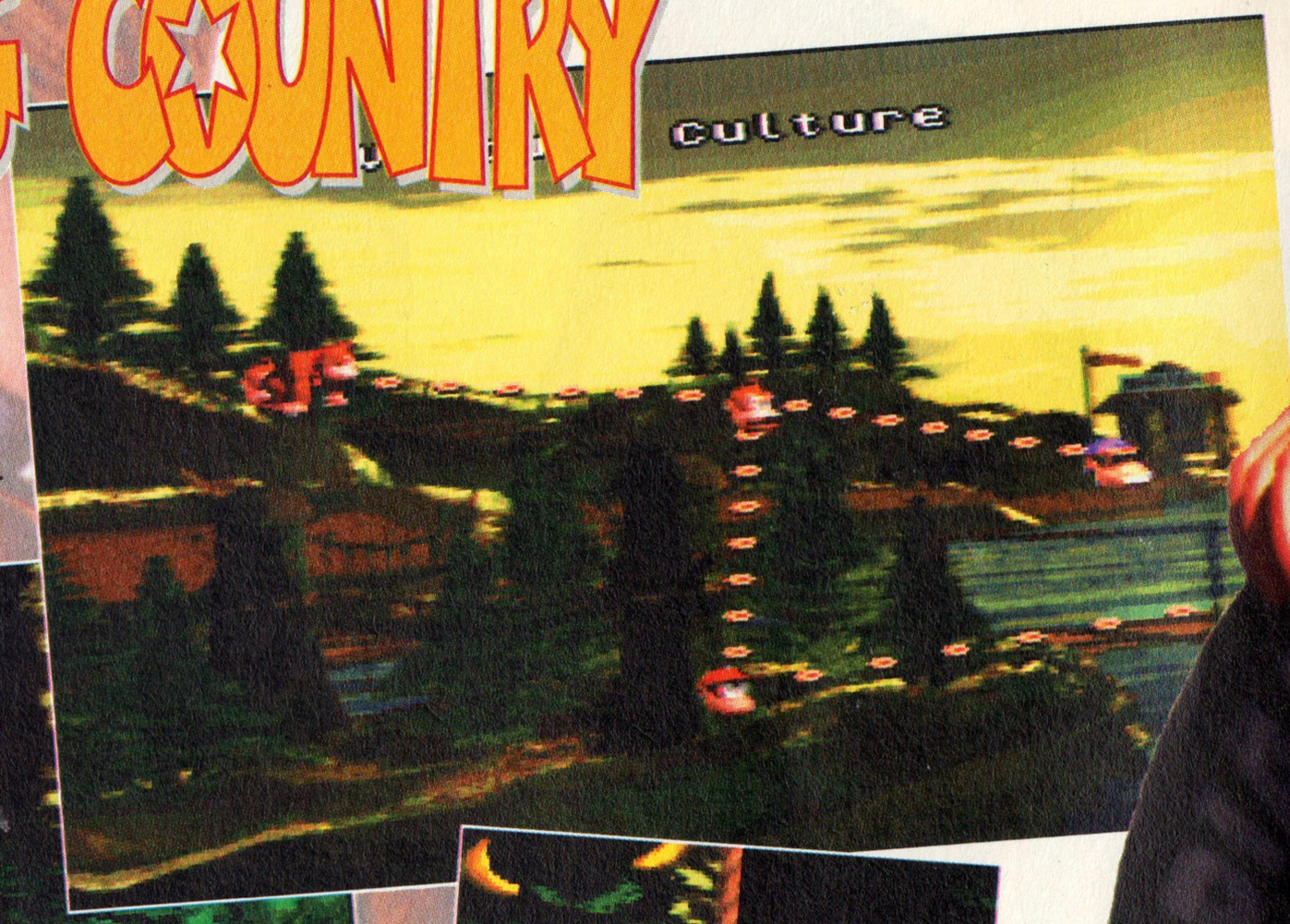
EVEN GNAWTIER

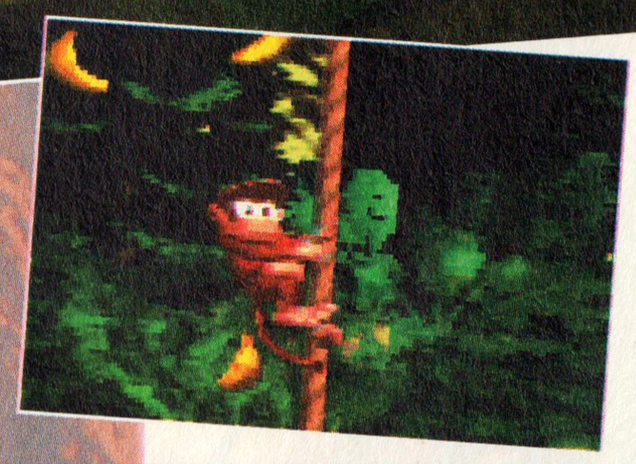
The Gnawty Beaver returns to avenge his fallen comrade. Use the same tactics as before but keep your distance after you strike the beaver. One hit sends Gnawty into a jumping frenzy and it's easy to be trampled if you're not careful.

DONKEY KONG COUNTRY

... 'HIGH UP' IS OKAY FOR SPIDER MONKEYS BUT 'LOW DOWN' IS WHERE APES BELONG, WHICH IS WHY THE TREE TOPS ARE AMONG THE WORST PLACES AN APE CAN WISH TO BE. NOT THAT JUNIOR AND DIDDY CAN'T HANDLE THEMSELVES, THOUGH IT DOES MAKE MY RHEUMATICS TWINGE WHEN I SEE THEM BEING BLASTED BETWEEN THOSE BARRELS AT SUCH AN ALARMING PACE. THE ROTTEN KREMLINGS DON'T MAKE THINGS ANY EASIER FOR THEM EITHER.







SNAPPY KLAPPER

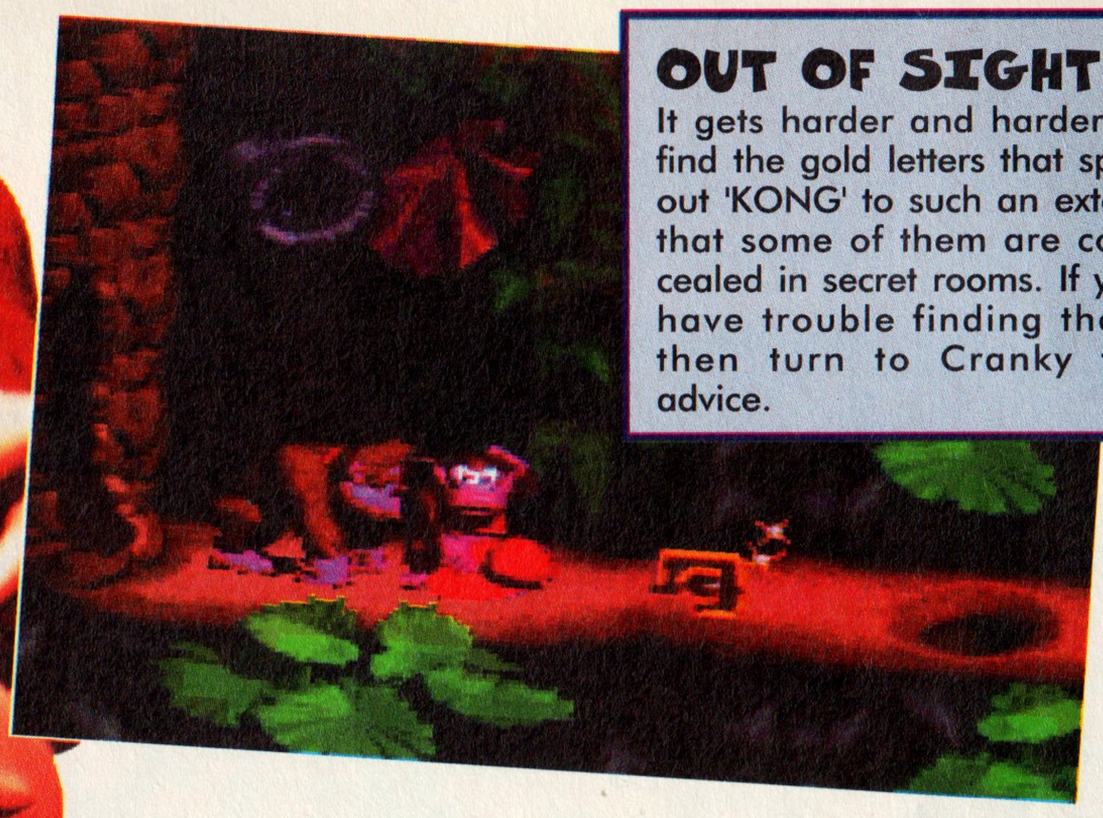
This bonus stage involves jumping on the Klap Traps who then release bunches of bananas.

PINE PERILS

Necky vultures and Zingers fill the pine forest air making going treacherous. Use the vultures as stepping stones to cross large chasms and keep your eye open for the stone spitting Necky Jnr's.

BRANCHING OUT

The treetops of DK Country where once home to an unknown race but the deserted huts that they built are now home to Kremling hordes and their friends. Expect plenty of surprise attacks and Kremling ambushes from every corner. Later sections are littered with treacherous barrel cannons that can send an unwary ape plummeting to his doom!



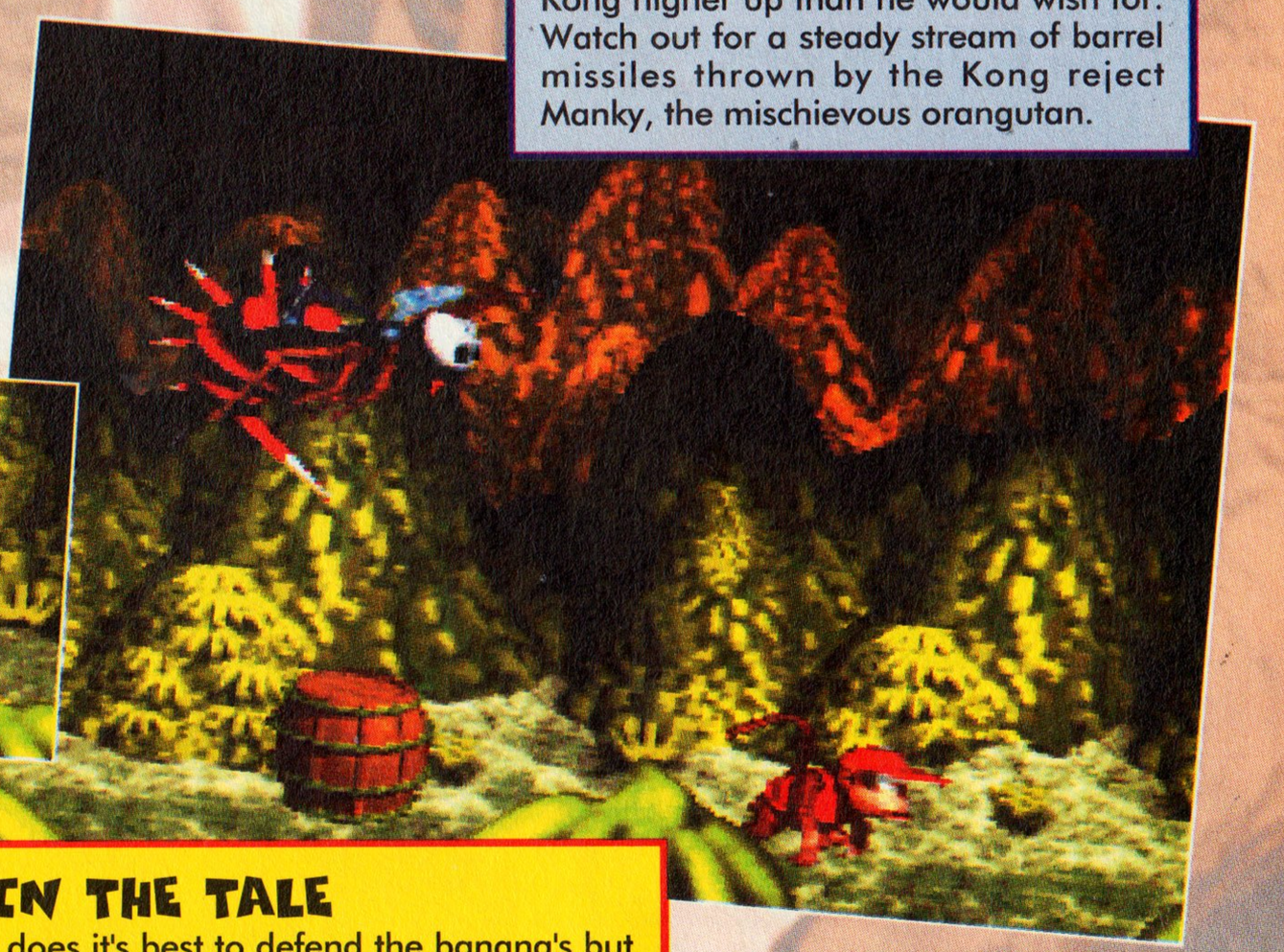
OUT OF SIGHT

It gets harder and harder to find the gold letters that spell out 'KONG' to such an extent that some of them are concealed in secret rooms. If you have trouble finding them then turn to Cranky for advice.

TOPS

BRANCHING OUT

Strong vines act like bridges between the trees and continue to keep Donkey Kong higher up than he would wish for. Watch out for a steady stream of barrel missiles thrown by the Kong reject Manky, the mischievous orangutan.



STING IN THE TALE

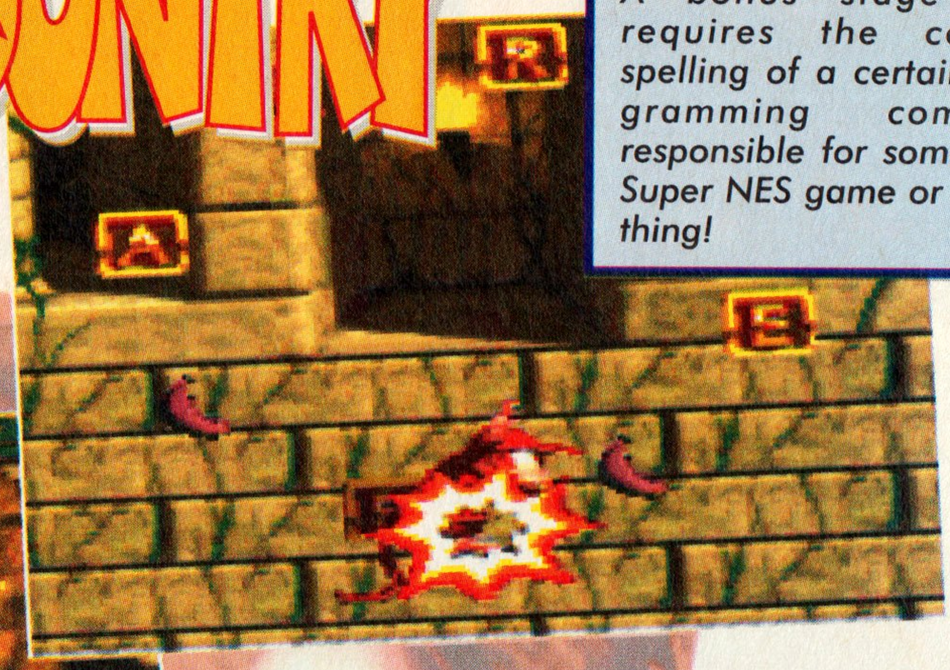
A queen Zinger does it's best to defend the banana's but it's a lost cause. Little does she realise that all you need to do to defeat her is firstly throw a barrel at the Zingers head. The Zinger then turns red and is temporarily invincible so run underneath it and ready another barrel for when it turns yellow again. Simple eh!

DONKEY KONG COUNTRY

LIKE THE CAVES THE RUINS WERE ALWAYS A GREAT PLACE TO TAKE THE KIDS FOR A LITTLE 'EXPLORE' EVERY NOW AND AGAIN. KREMLINGS HAVE COMPLETELY 'RUINED' THOSE OPPORTUNITIES OF COURSE. HOH! HOH! HAH! HAH! IF YOU DON'T WANT TO EXHAUST DK'S CHANCES OF SUCCESS TOO QUICKLY HERE, GET TIRED INSTEAD! TIRES PLAY AN IMPORTANT ROLE IN THE RUINS, THAT'S FOR SURE.

RARE SIGHT

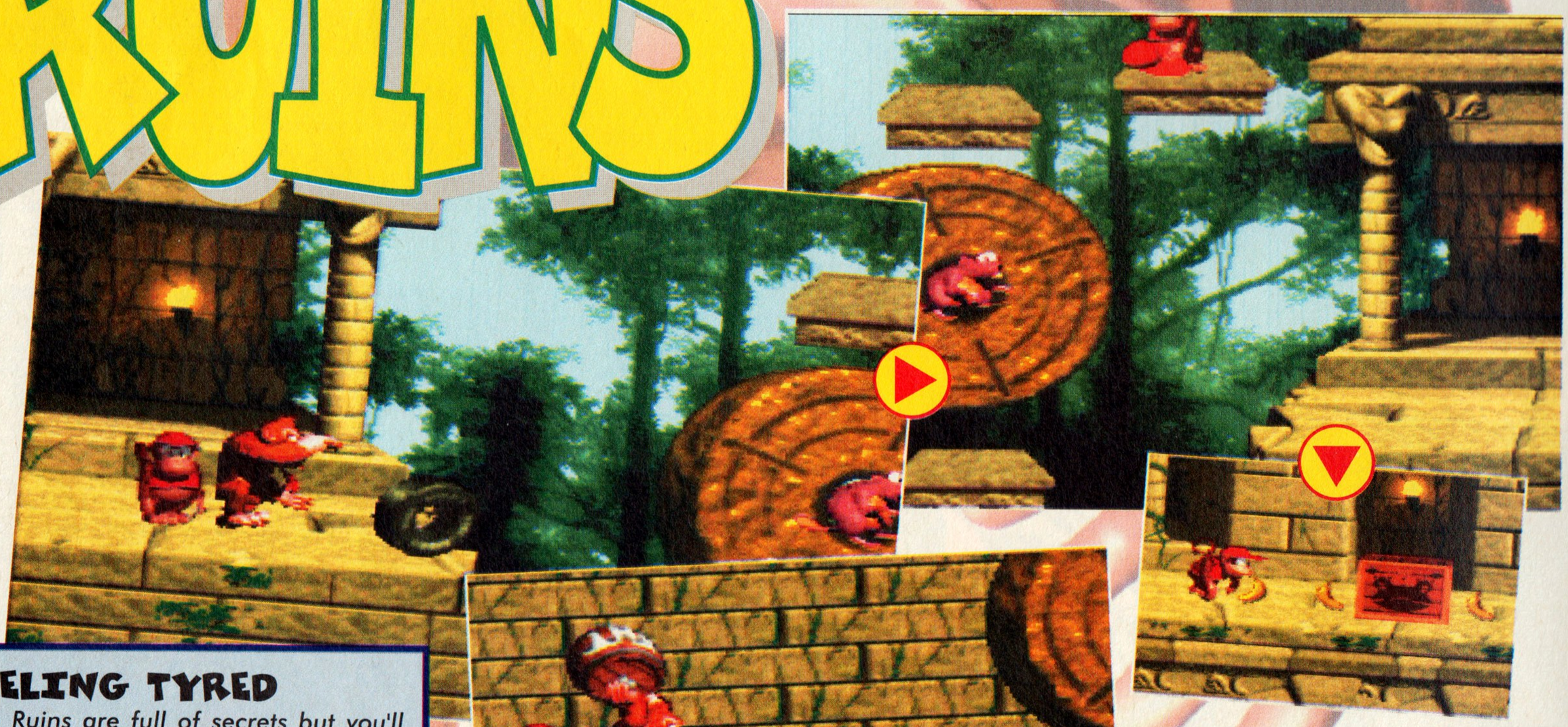
A bonus stage that requires the correct spelling of a certain programming company responsible for some new Super NES game or something!



ROLL OUT THE CARPET

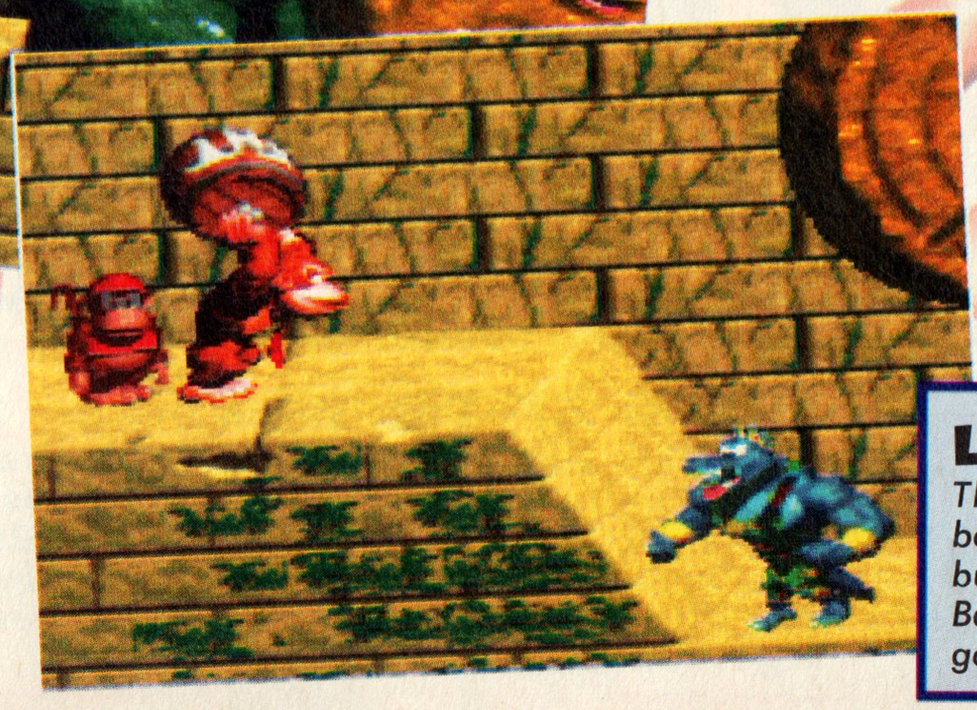
Huge millstones powered by Gnawty Beavers threaten to flatten our hero's. Most of them just roll back and forth but some will give chase and they move fast!

RUINS



FEELING TYRED

The Ruins are full of secrets but you'll need a tyre to find most of them. Push them about until you come across a suspicious platform and use them to leap on to it. The sequence above shows Diddy Kong using a tyre to reach a hidden platform where he finds Winky the frog and plenty of banana's.

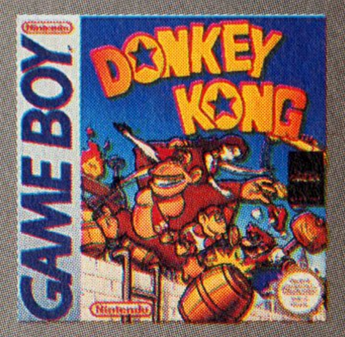


LAUGH IT OFF

The Ruins are home to the muscle-bound Krusha Kremlings. There heavily built frames can only be damaged by Barrels so steer well clear if you haven't got one to hand.

GORILLAS IN THE FIST.

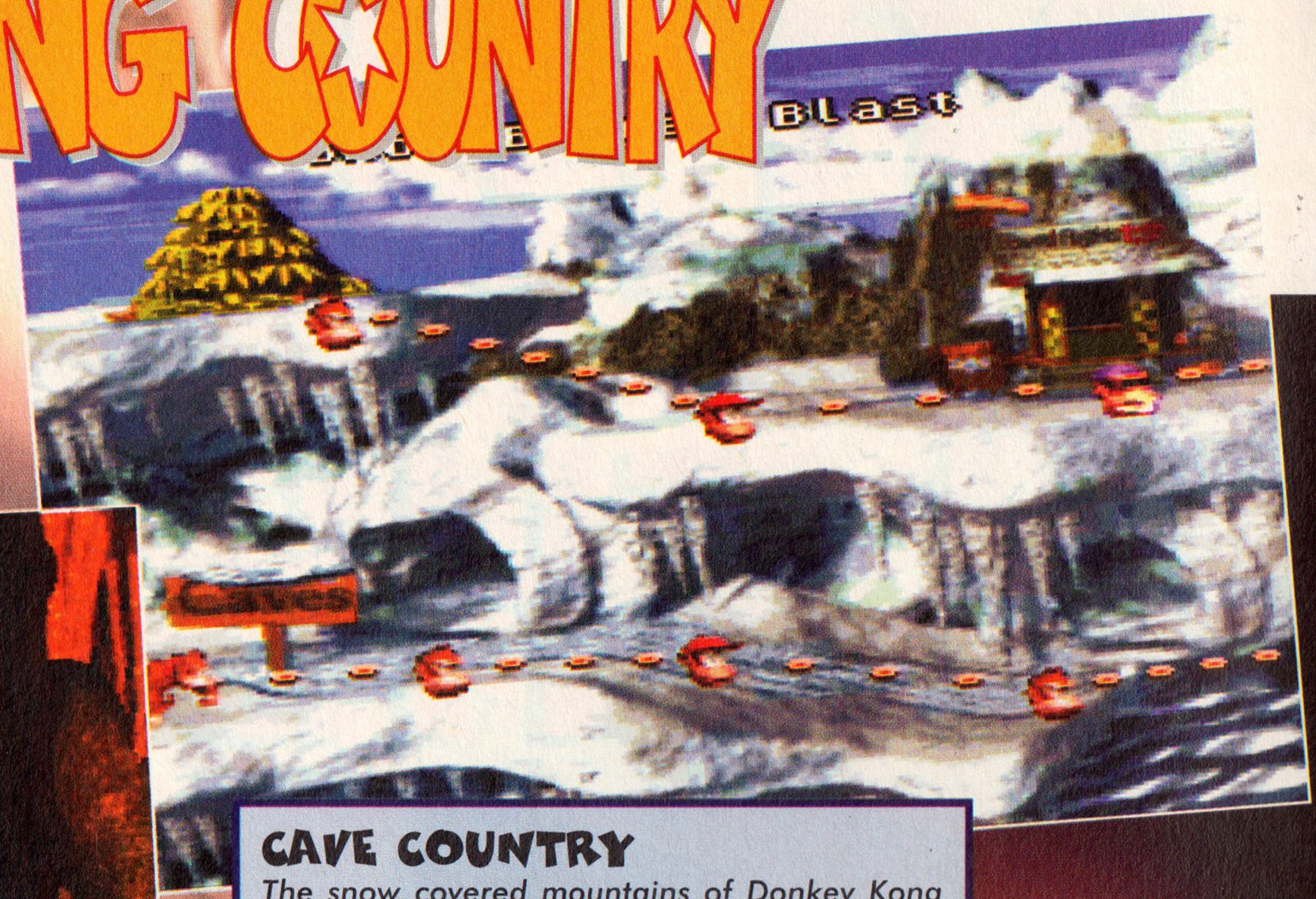
Ook ook ook. Ook ook Donkey Kong. Ook ook, ook ook 100 levels ook; ook ook. Ook ook ook battery-backed memory ook ook. (Ook Super Game Boy ook ook 256 colours). Ook ook £24.99. Ook ook ook ook. Ook ook.



Nintendo®

DONKEY KONG COUNTRY

...BEFORE ALL THIS CARRY ON, JUNIOR DIDDY AND I USED TO ENJOY AN AFTERNOON MAKING ECHOES IN THE CAVES, WHOOPING AND CLAPPING UNTIL WE ALL GOT TERRIBLE HEADACHES AND FELT SICK. THEM WERE THE DAYS. NOW, OF COURSE, THEY'RE JUST ANOTHER KREMLING OUTPOST. STACKED WITH SECRET TREASURES THOUGH. OF COURSE I COULD BE WRONG.

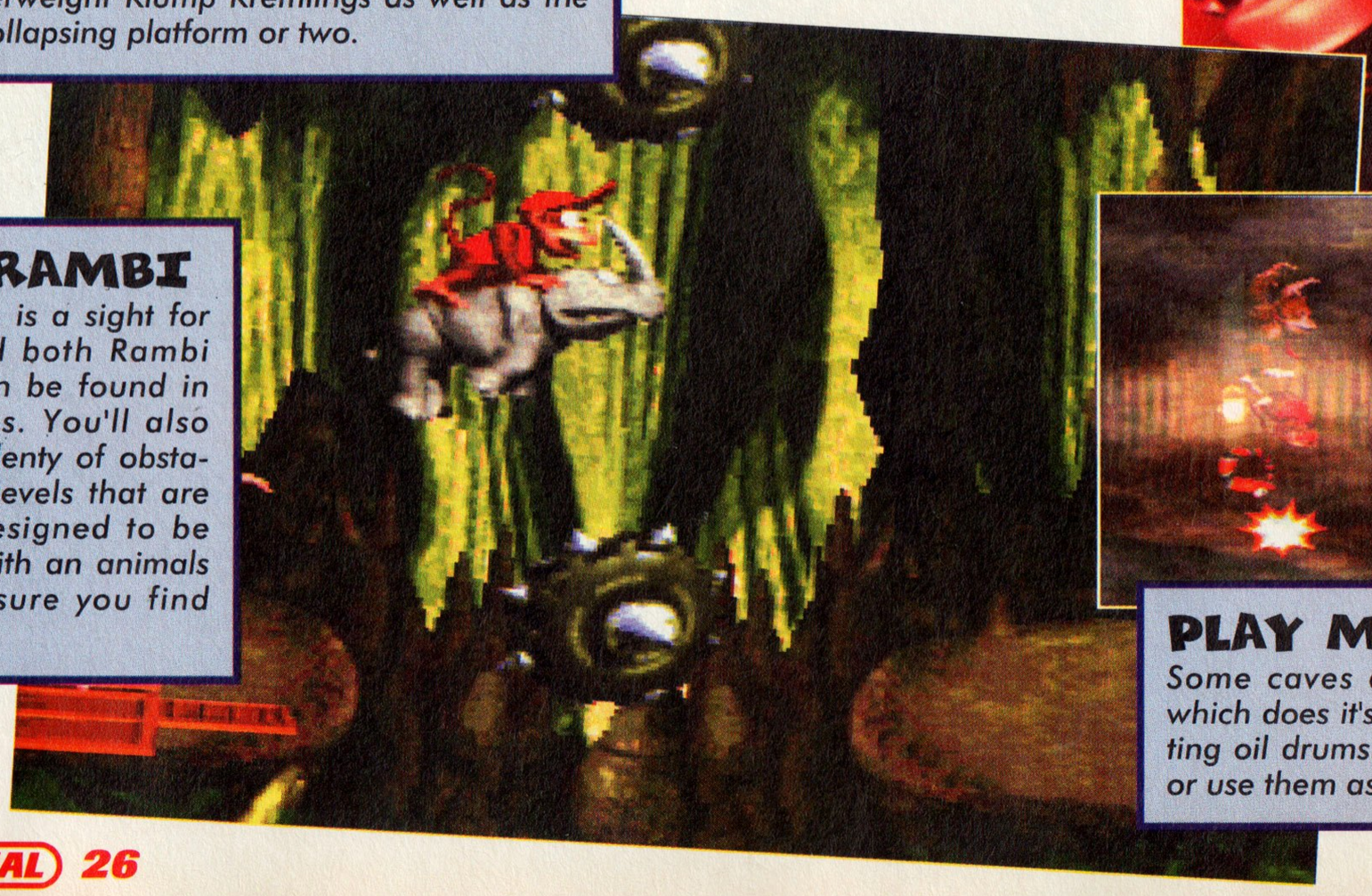


CAVE COUNTRY

The snow covered mountains of Donkey Kong Country are extremely hazardous for simian adventurers. The ground is frozen solid and it's easy to slide of ledges or into marauding Klap Traps. Blizzards can strike without warning and the poor visibility makes it hard to find your feet.

ONE WAY TICKET

Some caves are so deep that the only way across is by using the rickety plank bridges that where built by a long lost civilisation. Expect plenty of gaps brought about by overweight Klump Kremlings as well as the occasional collapsing platform or two.



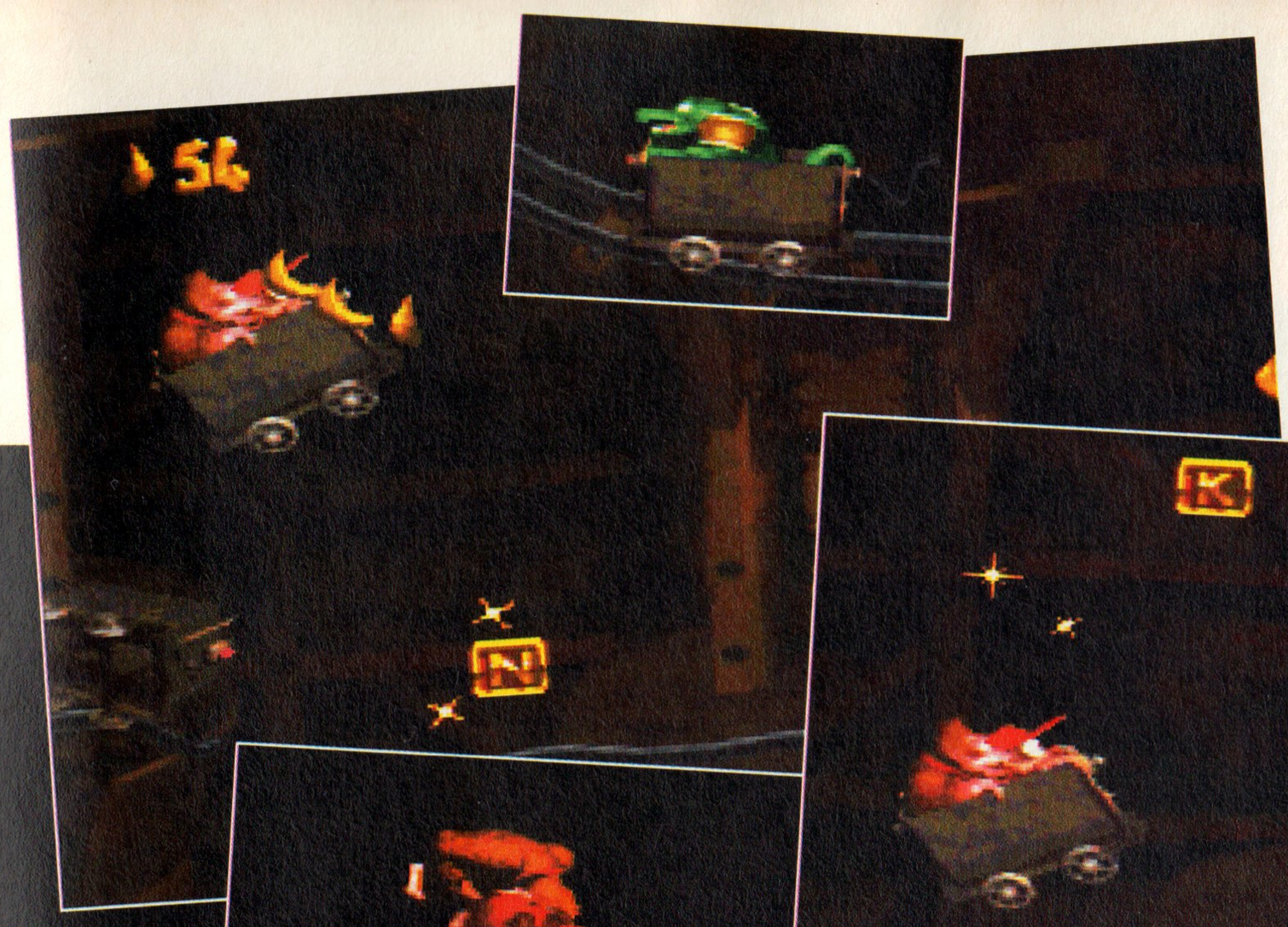
RESCUE RAMBI

A animal crate is a sight for sore eyes and both Rambi and Winky can be found in different caves. You'll also come across plenty of obstacles on these levels that are specifically designed to be crossed only with an animals aid so make sure you find them.

PLAY MISTY FOR ME

Some caves are shrouded in a thick mist which does it's best to conceal the snake-spitting oil drums. Use TNT to smash the barrels or use them as steps to higher ledges.

HOLD ON TO YOUR KNICKERBOCKER-GLORIES BANANA BRAINS BECAUSE HERE'S WHERE THE ROAD ENDS AND THE RAILS BEGIN. KREMLINGS ARE EXTREMELY POOR AT MAINTENANCE - THEY WOULDN'T KNOW A SPANNER IF IT HIT THEM SQUARE IN THE GIZZARD - SO IT'S NOT SURPRISING TO FIND THE ENTIRE RAIL NETWORK FULL OF STONKING GREAT GAPS!

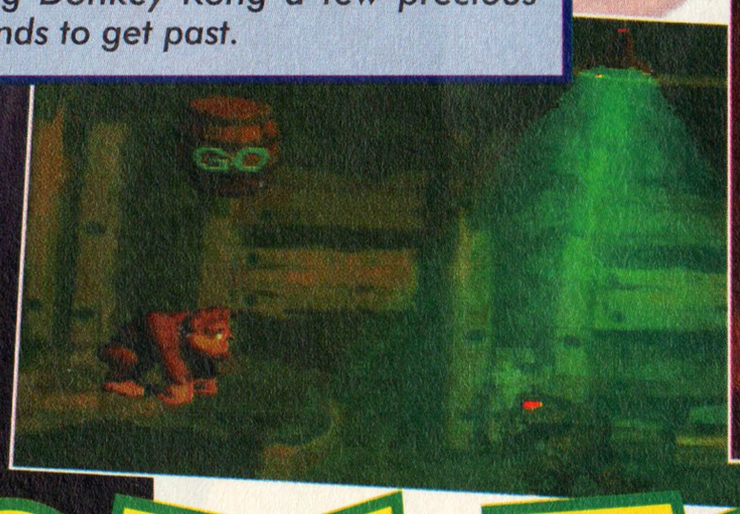


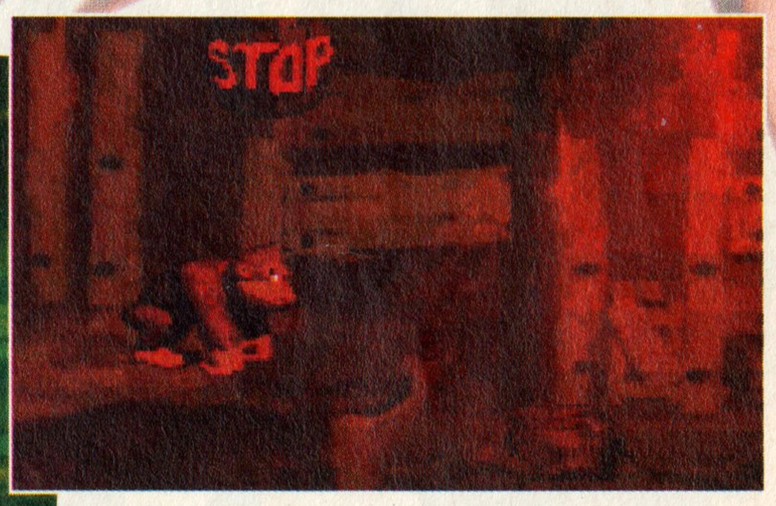
MINES A LARGE ONE

Travelling in mine carts is a risky business especially if the track is full of holes! You'll need some steady nerves to make your way through the undulating course as well as attempting to collect the wealth of items that have been left behind. Watch out for the Kremling carts coming in the opposite direction!

GREEN CROSS CODE

One particular cavern is occupied by the evil Rock Kroc's who scurry about in the green glow. Hit the GO barrel though and the red light will force the Rock Kroc's to turn into small boulders giving Donkey Kong a few precious seconds to get past.



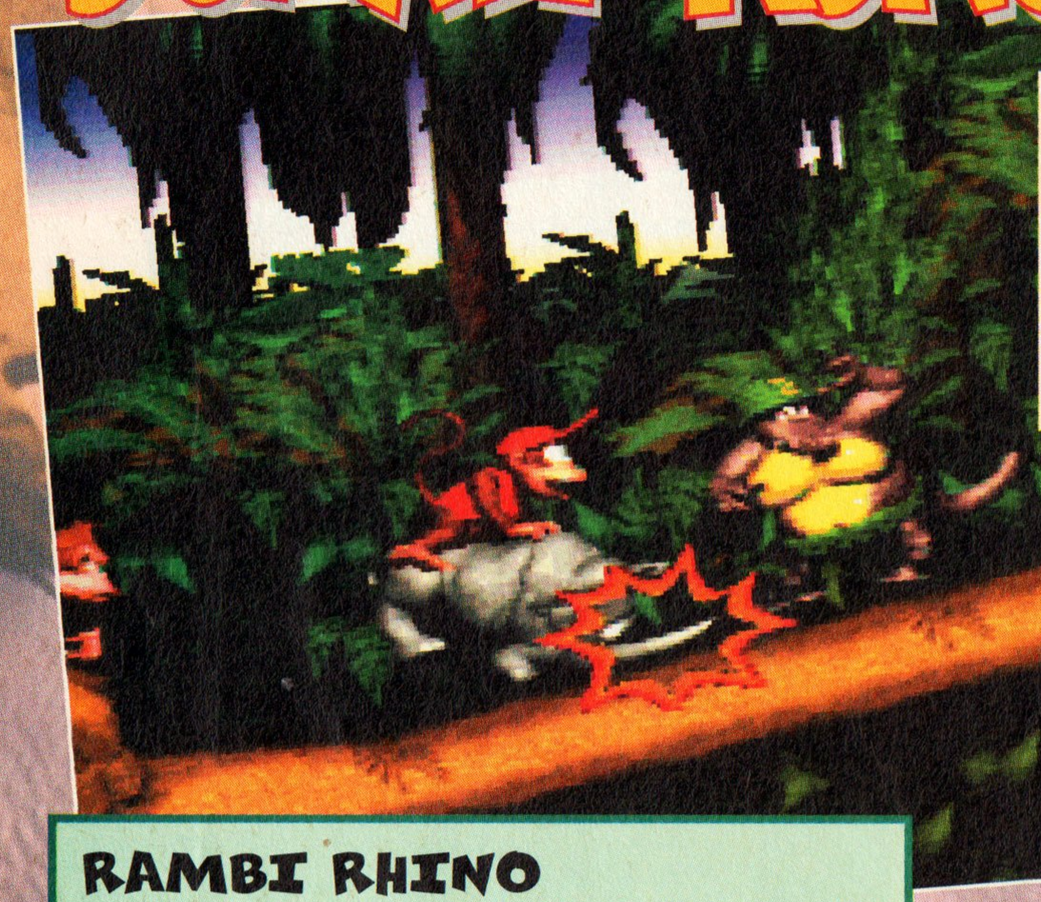


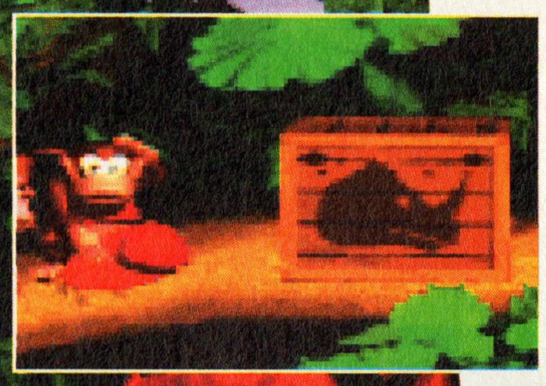
CAVERNS

NICKED BY NECKY

Donkey Kong will need to defeat Necky twice in his adventure but using these tactics should make it easier. Necky attacks by spitting large walnuts! Avoid them then use the tyre to leap onto Necky's beak. Several hits should send this big bird packing.

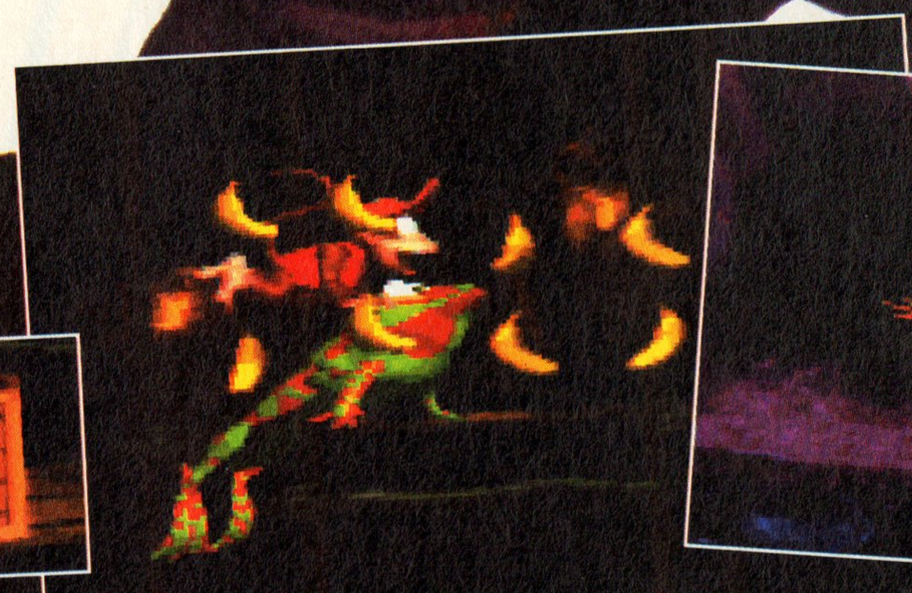
DONKEY KONG COUNTRY

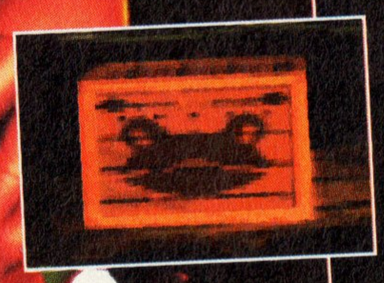




RAMBI RHINO

WE'VE KNOWN RAMBI SINCE BEFORE HE GREW THAT IMPRESSIVE NOSE HORN OF HIS. HE'S THE FIRST TO VOLUNTEER HIS SERVICES AS NATURE' S OWN BULL-DOZER, HELPING THE YOUNG APES TO BIFF A PATH THROUGH ENTIRE KREMLING PLATOONS. HIS POWER AND SIZE ALSO ENABLES RAMBI TO PERFORM IMPRESSIVE LEAPS ACROSS TREE TOPS, AND HIS HORN IS SO STRONG IT BASHES HOLES IN WALLS OF HARDENED CLAY OR EVEN STONE!





WINKY FROG

WINKY'S COOL BECAUSE HE'S SO PSYCHEDELIC, WHICH KIND OF MAKES UP FOR HIS BEING SUCH AN UGLY SORT - EVEN FOR A FROG. LIKE MOST FROGS HE'S USED TO ROLLING DISGUSTING INSECTS AROUND HIS SLIMEY GOBSTICLE BUT EVEN WINKY'S HARD PRESSED TO FIT ZINGERS - THE ENORMOUS WASP LIKE PESTS - IN THERE. HIS POWERFUL BACK LEGS ARE GREAT FOR THUMPING THE BOTHERSOME BUZZERS OUT OF ACTION THOUGH, AND GIANT LEAPS TO CLAIM HIGH-FLOATING BONUS ITEMS ARE ONLY POSSIBLE ON WINKY'S BACK.

SQUAWKS PARROT

HE'S MUCH TOO SMALL FOR ANY APE TO RIDE BUT SQUAWK'S AN EXCELLENT GUIDE IN THE DARK CAVES. WHEN IN DANGER OF STEPPING ONTO PAINFUL GROUND OR, WORSE, THIN AIR IT'S HELPFUL TO HAVE SQUAWK SHINE HIS LITTLE LIGHT TO BRIGHTEN THE WAY AHEAD. FINDING HIM FIRST IS THE ONLY PROBLEM.

EXPRESSO OSTRICH

DON'T HAVE MUCH TRUCK WITH OSTRICHES ME. THEY RUN TOO FAST SO YOU CAN'T GRAB ONE FOR A NICE CONVERSATION AND THEIR LEGS ARE MUCH TOO SPINDLY FOR A WARRIOR'S STEED. CAN'T TELL THIS TO THE LADS THOUGH! THEY'RE HAPPY TO TEAM UP WITH THIS EXPRESSO CHARACTER AND AVOID MOST CONFRONTATIONS WITH SMALLER ANIMALS BY CLIMBING ONTO ITS BACK AND RUNNING CLEAN OVER EVERYTHING!

ENGUARDE SWORDFISH

FISH. USUALLY I EAT 'EM BUT ENGUARDE IS DIFFERENT. HE'S MY MATE. HE'S ALSO A SWORDFISH, AND SWORDFISH TURNS MY STOMACH! OF COURSE YOU'LL ONLY FIND ENGUARDE UNDER THE SEA BUT HE'S A GREAT FRIEND TO HAVE IN THESE CIRCUMSTANCES. BEING NOSEY IS ENGUARDE'S FORTÉ, AND HE USES HIS POINTY NOSE BIT - SOMETHING APES DON'T HAVE - TO NUDGE OTHER FISH OUT OF HARM'S WAY.

DONKEY KONG COUNTRY
RELEASED ON THE 2ND OF DECEMBER

DONKEY KO

WIN A DONKEY KONG COUNTRY SUPER NES PACK!
NOW IS NOT A GOOD TIME TO BE A BANANA!

YOU'VE READ THE REVIEW AND YOU JUST CAN'T WAIT TO GET YOUR HANDS ON A COPY OF DONKEY KONG COUNTRY - IT BEING THE SINGULAR MOST IMPRESSIVE-LOOKING TITLE TO ARRIVE ON THE SUPER NES SINCE THE MACHINE'S UK DEBUT IN 1992. WHAT'S MORE YOU'RE PROBABLY GOING TO WANT TO HOG THE SUPER NES ALL TO YOURSELF ONCE YOU'VE GOT THE GAME HOME. THIS COULD PRESENT PROBLEMS. FOR EXAMPLE, YOUR MOTHER HAS INVITED HER MATES ROUND TO PLAY TETRIS AND SAYS SHE WON'T MAKE THE TEA YOU WANT UNLESS SHE GETS THE MACHINE TO HERSELF ALL EVENING! HERE'S ANOTHER ONE: YOUR DAD WANTS TO IMPRESS THE FAMILY DOG WITH HIS SKILLS ON MORTAL KOMBAT II AND SAYS HE WON'T TAKE YOU TO SEE 'SPEED' UNLESS YOU LET HIM! HONESTLY, YOU'RE GOING TO WANT ANOTHER SUPER NES TO PLAY THIS GAME ON.

But, hey, don't bruise your banana over this because Nintendo have an exciting solution. They're giving away a Super NES along with Donkey Kong Country to three lucky NMS readers. Not for nothing mind. If you want this brain popping prize to knuckle its way to your doorstep there are questions to answer first.

1. Name Mario's girlfriend from the original Donkey Kong coin-op.
2. Name one other classic Nintendo game from Rare.
3. Name the machine used by Rare to create the stunning graphics in Donkey Kong Country.

In the case of a tie-break situation we'd like you to complete this sentence in no more than 25 words:

"If I had a million and four bananas I'd..."

Address all entries to GIVE A MONKEY A BRAIN..., NMS, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU to reach us here no later than December 15th 1994. All the usual competition rules apply, and they're printed at the front of the magazine for anyone who feels they might have something to hide.

SAVE THE GORILLA

Look, there's no point being optimistic about this. Donkey Kong Country is released on December 2nd and it is going to sell out. Which means, come Christmas Day, you're going to be stuck playing something you don't really want which, in the light of Donkey Kong Country, includes almost everything. So reserve yourself a copy with our tasty Banana-shaped form. Closing date for reservations is December 12 1994 - so book early! Send your completed forms to the following address:

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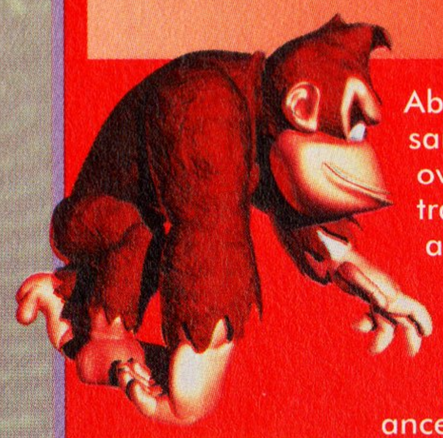
NG COUNTRY



COMMENT

Above anything else it is necessary to point out that you must own Donkey Kong Country. It transforms the Super NES into a new machine and is worth twice the asking price for that much alone. Of course it is equally important to look beyond the smart appearance, and beneath it all there is found a quality platform game. Though you won't find anything too original, what is offered is a perfectly paced, immaculately designed foundation for Donkey and Diddy to have fun - Kremlings aside. Dedicated fans of the Mario series won't find the same depth of gameplay in Donkey Kong Country; the apes aren't capable of half the Mario catalogue of skills. Yet this isn't what the game sets out to achieve. Instead there's just the overwhelming experience of controlling impossibly detailed characters above, beneath and through an intricately designed world. The enemies are a little too dumb and greater freedom would have been appreciated, especially from a Nintendo title, but Donkey Kong Country is a gem.

PAUL

COMMENT

Donkey Kong Country has finally arrived on a tidal wave of hype so large that it has threatened to engulf the gaming world as we know it, so does it live up to all its expectations? Naturally it is the graphics that make the biggest impressions - much has been made of their SGI origins and, with even the most cursory of glances, it's blindingly obvious to understand why - the backgrounds are deep and luscious, the characters are brilliantly rendered in splenderous 3-D with ultra-smooth animation to match, and some of the effects are so subtle you might miss them first time around - witness the lighting in the mine levels. The sound too is similarly stunning with tunes ranging from the laughably cheesy to the chillingly atmospheric, leading you to the conclusion that there must be a special SGI Music machine at work here too! However, cynics would say that all this is fancy icing too hide a fairly standard platform affair. It's certainly true that DK doesn't have as many in-game abilities as Mario and it's not exactly ground-breaking in terms of originality, but the game suffers none for it as DK and co are fun and easy to control with a broad variety in gameplay, bags of highly-polished challenge and a huge stash of secrets and bonuses to keep you returning long after you've finished it. To say the game is large would be something of an understatement too - we found less than 50% of it despite days of play. In short this game is simply fab and has its emphasis squarely on fun. The absolute must-buy for ALL Super NES owners this year - and the next one, and the one after that... Look, just go out and buy it, okay!

ANDY

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH				■
YEAR				

GRAPHICS

97

▲ So 'real' you won't believe your eyes! Is this really your Super NES? The desire to see how this revolutionary graphical style manifests itself in later levels grows to a point of obsession.

SOUND

97

▲ Colourful, spacious music peppered by similarly special sound effects. Is this still your Super NES?

PLAYABILITY

92

▲ Everything Donkey Kong Country sets out to achieve it does so with style. Easily accessible and room enough for dedicated players to find pleasure in exhausting its secrets.

LASTABILITY

94

▲ Besides the large, fulfilling game experience it offers, Donkey Kong Country is also one to keep for posterity.

OVERALL

97

Cranky: 'Too much of this new fangled 'in-depth' gameplay nonsense for my liking. Why don't you go out and buy a nice simple game! Of course you're bound to ignore everything I say, aren't you!'

NMS

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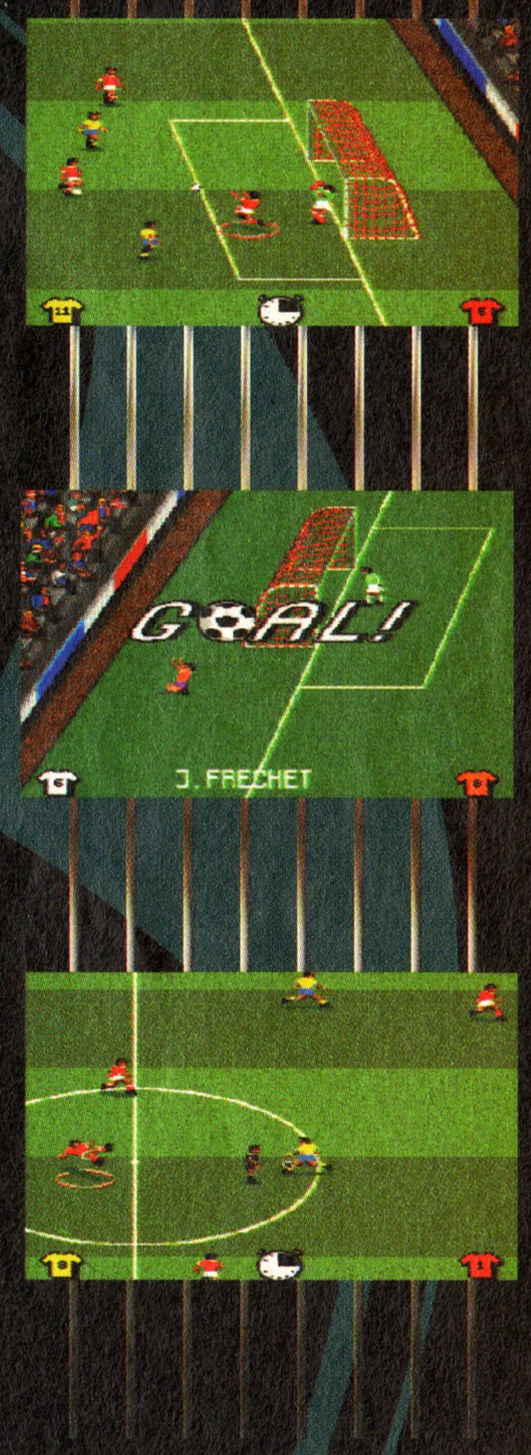

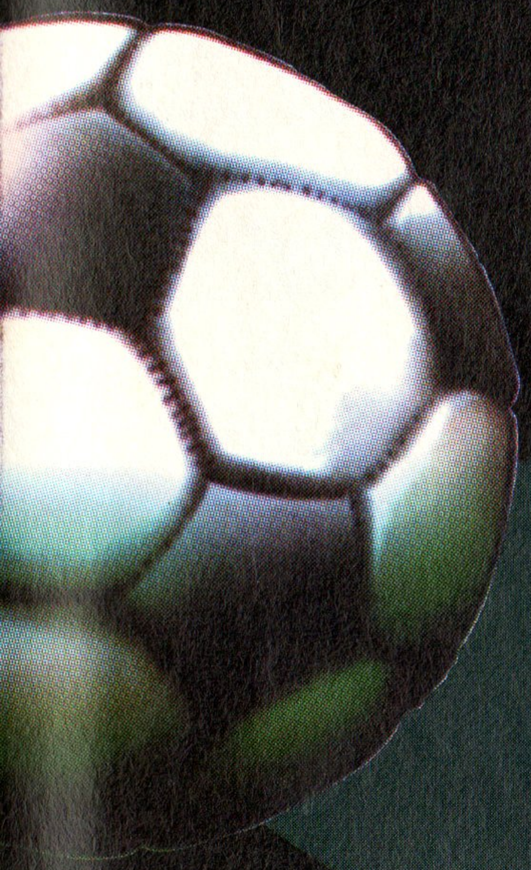

KICKIN'

MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

ANCO

VIC TOKAI

Published by Vic Tokai Europe Ltd. Tokai House. 9 Duncan Close. Moulton Park. Northampton NN3 6WL Tel: 0604 671415 Fax: 0604 670864

Screen Shots are illustrative of gameplay and may vary from format to format

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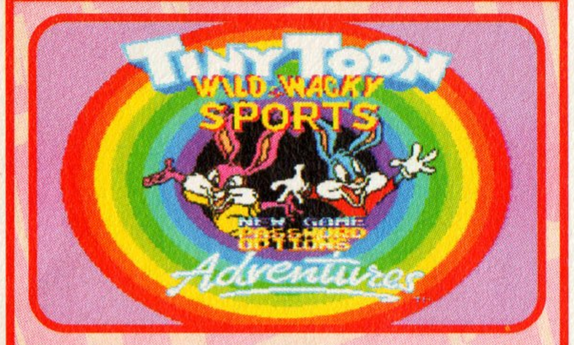
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: KONAMI
- PRICE: £44.99
- RELEASE: NOVEMBER
- GAME TYPE: WACKY SPORTS
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-4
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: 3 plus passcodes
- OPTIONS: Control and sound

GAME INFO

- GAME ORIGIN: Based on the Tiny Toons television seris
- GAME DIFFICULTY: Simple
- SCORE TO BEAT: Come first in all events of NORMAL difficulty
- ALTERNATIVES: Konami's other Tiny Toons games. James Pond's Aquatic Games

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: On form

X — Increase speed

A — Power of jump

B — Power of jump

Y — Increase speed

L/R — L: Nothing; R: Nothing

S — Start: Freeze action; Select: Nothing

GAME CREDITS

- DEVELOPED BY: KONAMI
- DISTRIBUTED BY: KONAMI
- MADE IN: JAPAN
- ARTWORK: © WARNER BROS.

TINY TOON Adventures

WACKY SP

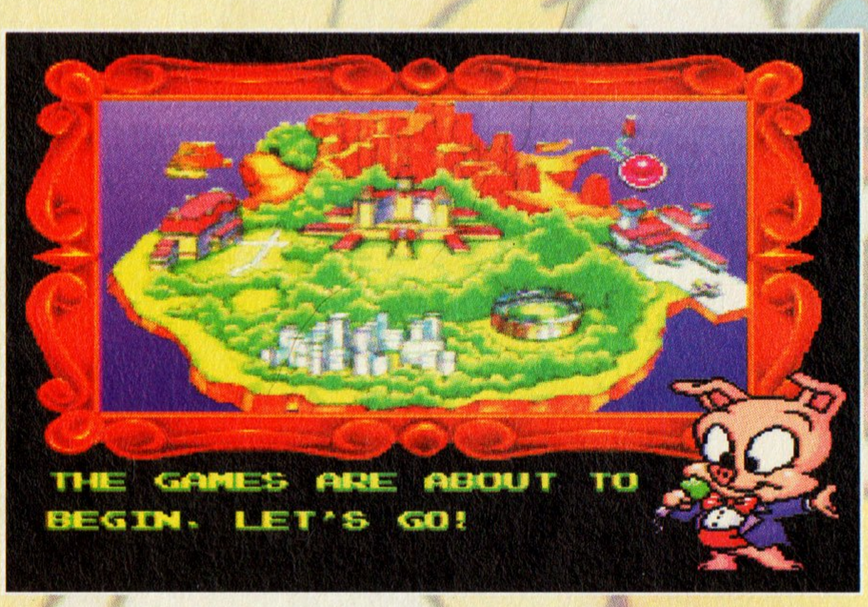
Rather than just stick his nose into other peoples' affairs, Montana Max prefers to include his entire head; plastering it all over billboards, coinage and postage stamps. He is the richest brat in all Acme Acres, though nobody quite knows how or why, and he's still not satisfied. Still it's always a fun gag trying to launder some of this undeserved wealth from the small fry guy and Hampton Pig has just hit upon another way to do it: Whacky Sports!

Volunteering their services are Buster and Babs Bunny (no relation), Dizzy Devil and Plucky Duck. So it's a four-player competition. However they're all left looking like stuffed toys without the grim determination and button-pressing prowess of one, two, three or four players.

Come on! Help the Toons make Montana give his money to something more worthwhile than himself. It looks like a lot have fun. What have you got to lose...?

HAMPTON HAILS

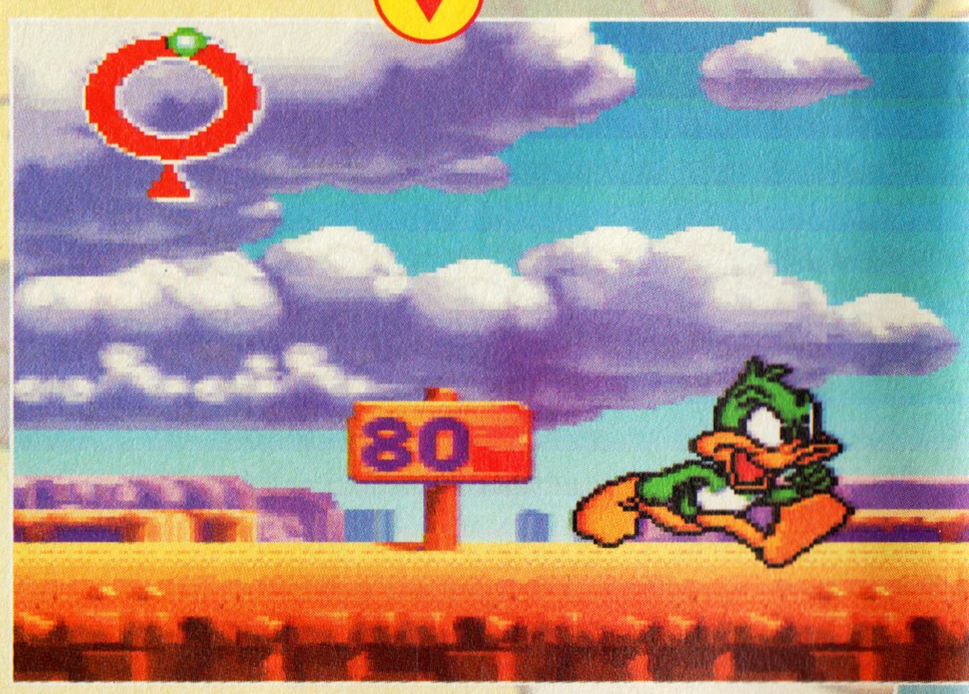
Hey, it's Hampton Pig! So why is he hosting the games and not taking part you wonder. Isn't it obvious! Besides the whole thing's his idea so he's allowed to sit out if he wants to. Read what Hampton has to say about each event because only he knows the rules.



FROM ATHENS TO ACME ACRES

Hampton has been sure to include as much variety as his limited imagination would allow into these games. Also, to ensure all participants endure the most extensive test of their stamina Hampton increases the difficulty of the challenges after every five. All of them are utterly mad and involve the player's furious punching of buttons combined with great timing on the D-pad to win.

Chicken Run
Stretch the rubber-band till it's as taught as possible then run like the wind! There's a problem here though as the road ahead leads to the edge of a cliff. Stop your Toon from falling by slamming on the brakes at the last possible moment.



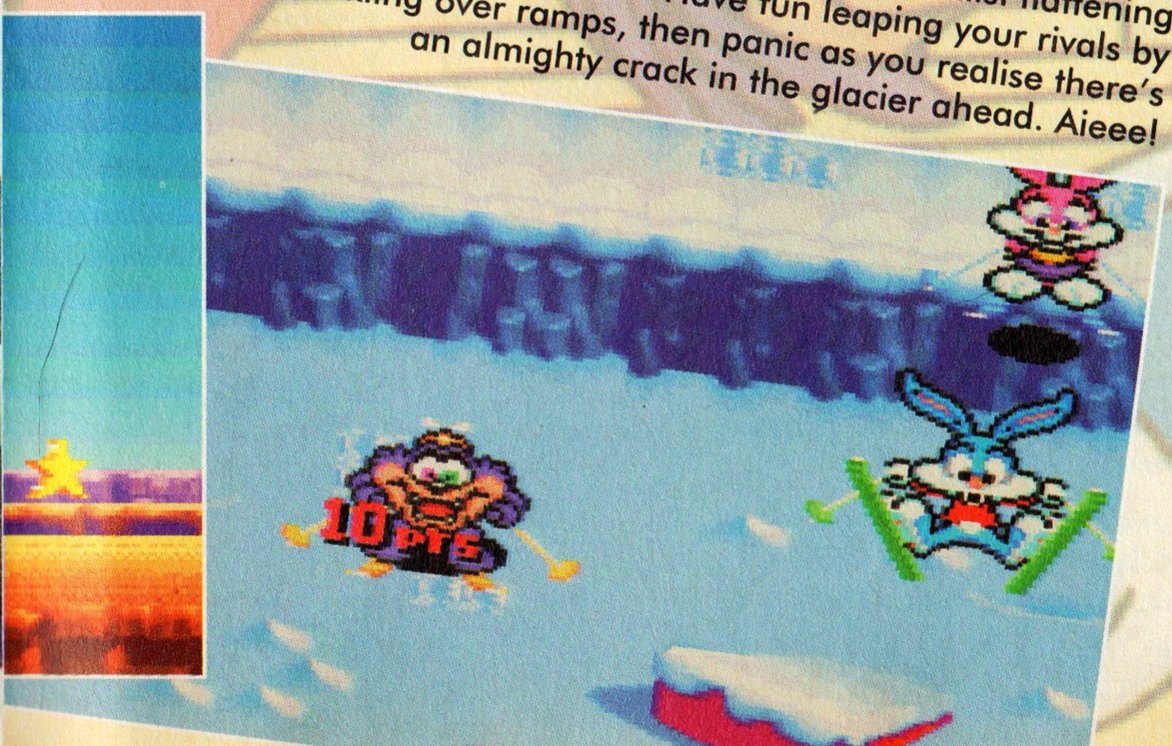
PORTS

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

Pole Vault
You might laugh, but having your skull bashed several times on the ground hurts - Bad! But this is exactly what happens to the Toons should your timing go wrong. Get it right though and a host of stars are theirs for the collecting.

Ice Cream Throw
Most kids are great at throwing Ice Cream from birth, though the pavement is admittedly easier to hit than small Montana Max targets. Hit as many as possible in succession for big points.

Skiing
Collect the bonus items whilst flattening the flag poles. Have fun leaping your rivals by skiing over ramps, then panic as you realise there's an almighty crack in the glacier ahead. Aieee!

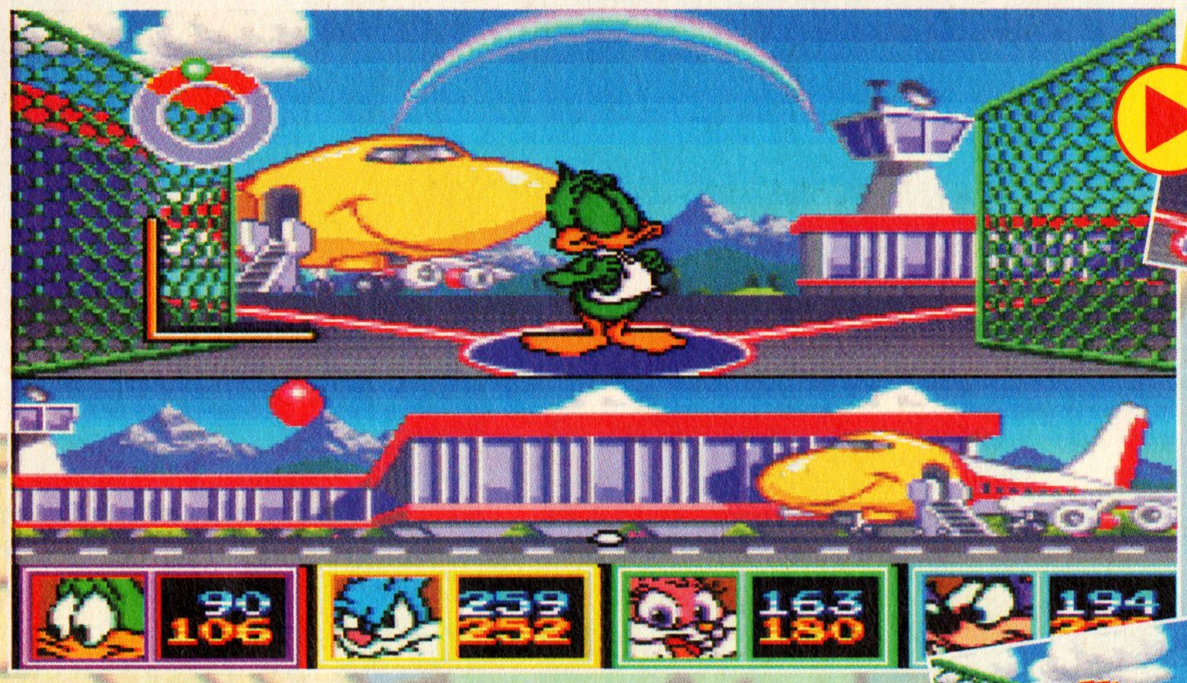


ANDY

COMMENT

Konami and the Tiny Toons are a match made in Heaven's Acme consumer division. Just a glance at their previous collaborations proves this is so. To a large extent the same success is continued in Wacky Sports and the Toons are once again presented with all their colour and humour intact. Beyond that, though, there's not much else. Furious button punishing with hilarious on-screen results is amusing for a while but it's tough persuading three other people to join in the 'fun' once they've seen all the game can do. Wacky Sports works for the very young games player - like the three-to-seven age bracket. Anyone beyond that will find nothing worth parting with their precious earnings for.

Obstacle Course
Hurdles with a BIG difference! Coins, pieces of ham, jewels and other debris litter the rocky trail between the Start and Finish lines. Plus the Toons still have to negotiate the bothersome frames. Calamity!



Saucer Throw
Surely the Airport is the worst place in Acme Acres to practice throwing the Discus. Nevertheless, in a not-to-secluded area, the wacky ones twirl themselves into miniature tornadoes and merrily, but none too cleverly, fling their frisbees.

Birdman
Bird-Toon more like. This is the final round in the tournament. After being dragged into the air on a tow rope connected to a small aeroplane your Toon is left to glide in a hopelessly comic fashion. Whilst stranded in the stratosphere it's their task to pass through bonus balloons. The round climaxes with the Toon free falling towards Montana Max's mansion for a final rendezvous. Overshoot the grounds however and Max hangs on to his fortune.

BOOBY PRIZES

Why take things so seriously when you can mess things up in style with your Toon. There's points for panicking unnecessarily, bonuses for breaking the glass of the camera with stray frisbees; 'No Points nominations', cash for coming last - you name it there's a chance your Toon could get a prize out of it!

COMMENT

PAUL

It's very difficult to judge a game like Wacky Sports. There's nothing really wrong with it but at the same time it seems so lacking. Every event is presented in style and the variation allows for Konami to demonstrate how skillful they are at creating spectacular effects on the Super NES, seemingly without effort. But it's a waste. Part of the pleasure of mastering any game is being able to take basic techniques and expand them into something greater, with Wacky Sports there's no such opportunity. Though human opponents are more worthy and entertaining than the computer there's only so long before everyone gets bored. The Tiny Toons are the best characters suited to presenting this type of game because of their vibrant personalities but sadly this isn't enough to make Wacky Sports a must. Far from it.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES				■
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK			■	
MONTH			■	
YEAR				

GRAPHICS — 93

▲ Wonderful, startling and funny too. The Tiny Toons have never been so well represented as they are here - they're brill!

SOUND — 93

▲ Unmistakably Tiny Toons. From the music to the sound effects, everyting is faithfully reproduced.

PLAYABILITY — 72

▲ Wacky Sports is so very simple to play. It's good, basic fun. Mysterious bonus points encourage players to experiment.

▼ Limitations mean there's only so much a player can achieve before realising there's nothing more.

LASTABILITY — 70

▲ Extended fun is a possible when four players compete. Learning how to gain sneaky point advantages is a laugh too.

▼ Not enough depth to encourage serious, prolonged competition.

OVERALL — 78

A finely produced game that capitalises on the Tiny Toons' huge personality and charisma. Unfortunately not enough to really satisfy games players.

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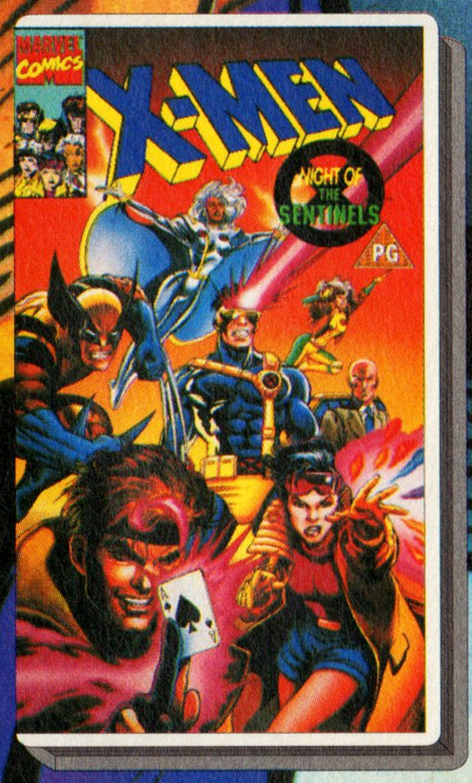

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: U.S. GOLD
- PRICE: TBA
- RELEASE: NOVEMBER
- GAME TYPE: DRIVING SIM
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-8
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: N/A
- OPTIONS: Sound/Joypad

GAME INFO

- GAME ORIGIN: The great tradition of mad drivers.
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Sadly we forgot to record our brilliant times. Not that we were all a bit crap or anything. Honest.
- ALTERNATIVES: King Of Rally, Super Off Road, Off Road 2: The Baja

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X Reverse gear.

A Forward gear.

B Accelerate

Y Brake

L/R L: No Function
R: No Function

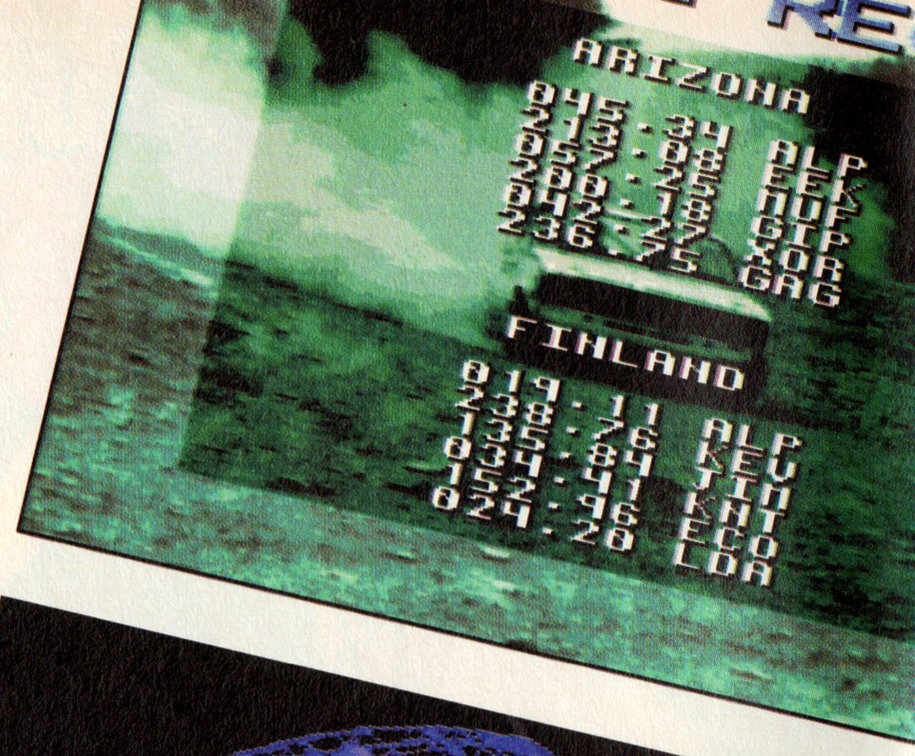
S Start: Pause
Select: Select option.

GAME CREDITS

- DEVELOPED BY: RAGE
- DISTRIBUTED BY: US GOLD
- MADE IN: GOOD OLD BLIGHTY
- ARTWORK: © 1994 US GOLD

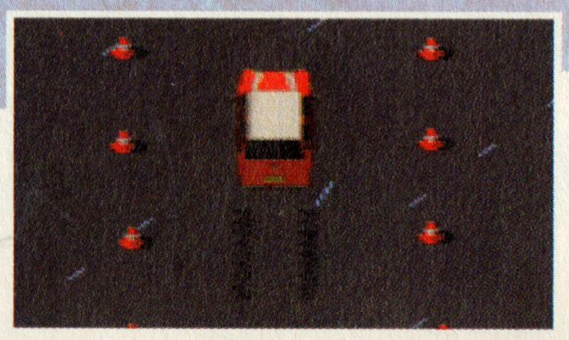
It's always the same. No matter how many hours you put in trying to convince your dad that a Porsche 911 would be the more appropriate family car, he'll always plump for the Astra or the Sierra with the comment that it's a 'sensible motor'. Strange then that it's always the 'sensible motors' that turn up in rallies. Is it part of a 'dad conspiracy' to convince their children to accept the family car? Perhaps...

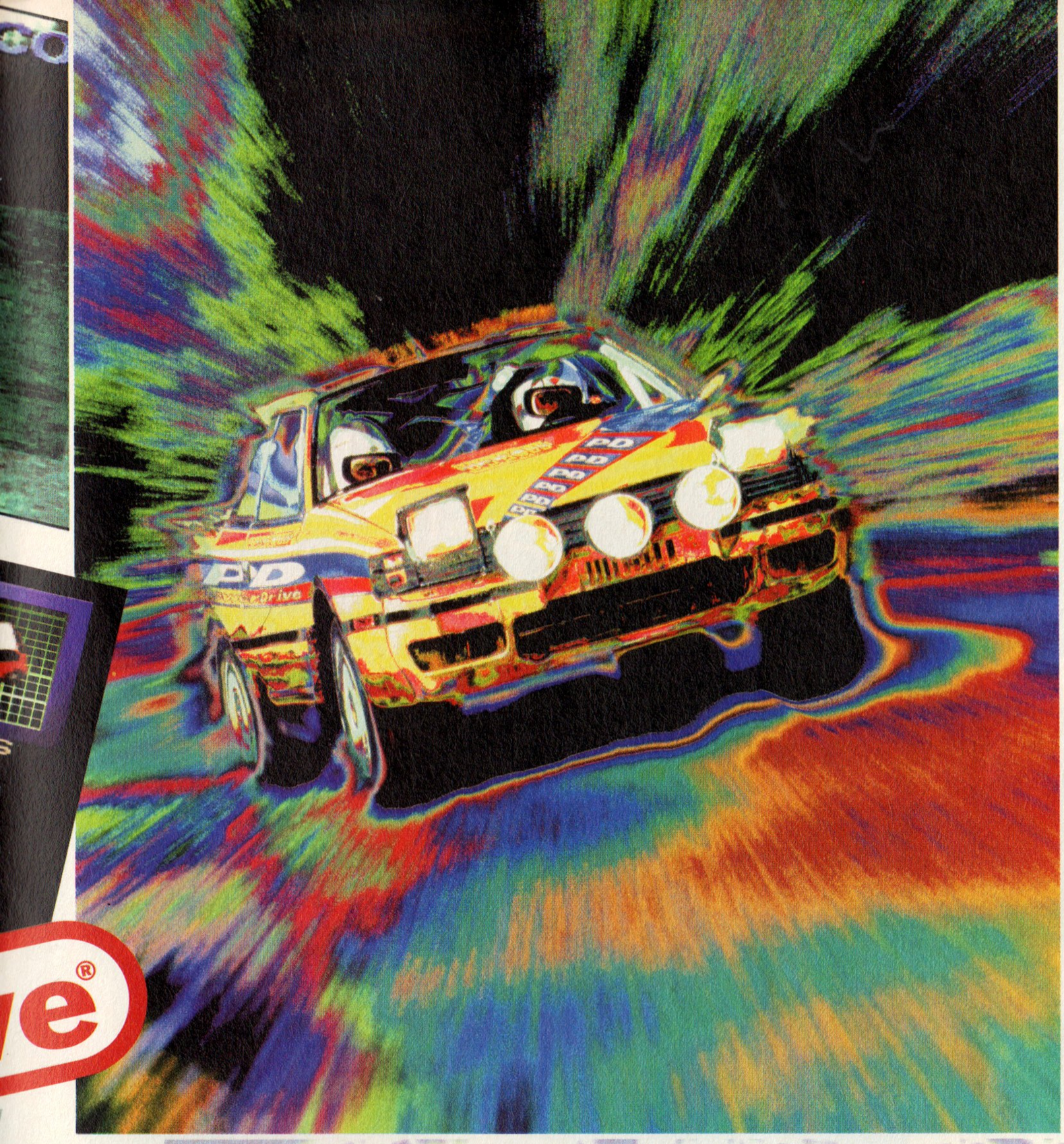
Whatever the reasons, rally driving is the concern of Power Drive, be it in classic Mini Coopers or ultra-modern Sierra Cosworths. There are eight locations in all that see drivers tearing through the desert, forests, wet country roads and snowy mountains. Earn money to repair the car - or even buy a new one if the cash is rolling in! - take on another driver and test your basic manual skills with the help of a traffic cone or two. Make it fast too because with every course the clock is ticking away.



MOTOR MONEY

What with tough courses, high speeds and poor road surfaces, cars are bound to suffer a bit of wear and tear. At the beginning of each new race, players have the chance to spend some money repairing the condition of the engine, the tires, shock absorbers, the geartrain and spotlights. Money is earned by qualifying for a race (although there's also an entrance fee to pay) and also by the pick-ups available, dotted about the course during a race.





KING OF THE ROAD

To establish a reputation as a master behind the wheel, there are three disciplines in which players must prove their motoring worth. Here's the low down:

TIME TRIAL

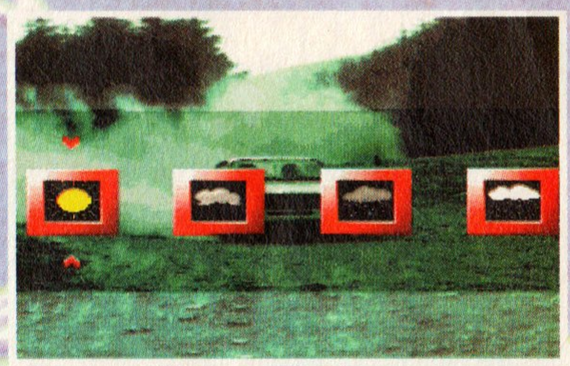
This is simply a race against the clock. The road surface doesn't throw up any particular difficulties so it's simple a matter of getting round it as fast as possible, taking in the nitro and stop-clock pick-ups on the way. If a player doesn't complete the course in the time limit set they have to do it again.

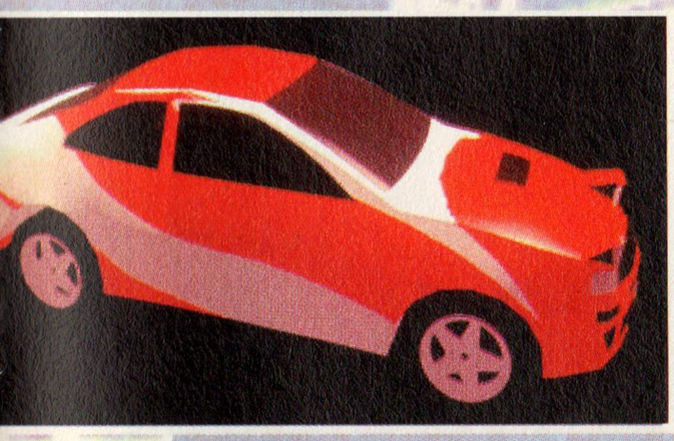
RALLY CROSS

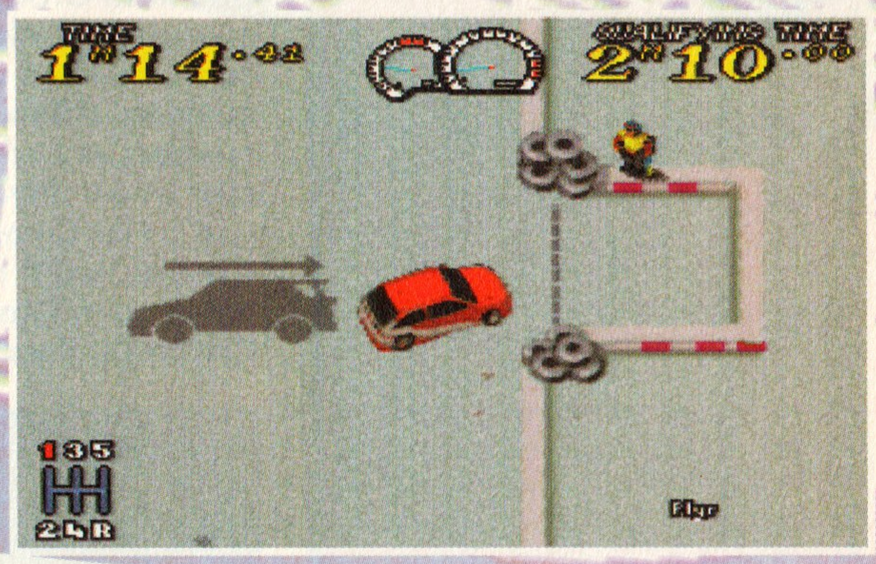
Things start to get more complicated here. To begin with the player races against another driver so prepare for the added hazard of ramming and overtaking. Also, the road surface starts to vary between mud, gravel and tarmac making some areas more slippery than others. If a player wins they recieve a bonus and even if they don't, they do have to make the qualifying time.

RUN IT DOWN - PICK IT UP

Money isn't the only pick-up available on the various rally courses. There are nitros which increase the speed of the car. They last until the player makes a mistake that slows the car down, like crashing for example or simply veering off the track. There are time pick-ups available as well which temporarily stop the clock. This makes it easier to finish within the qualifying time.



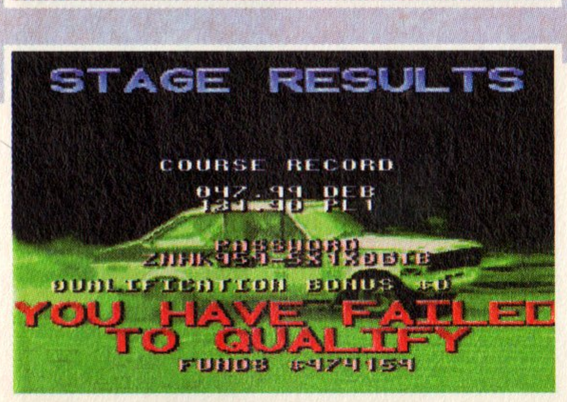




COMMENT

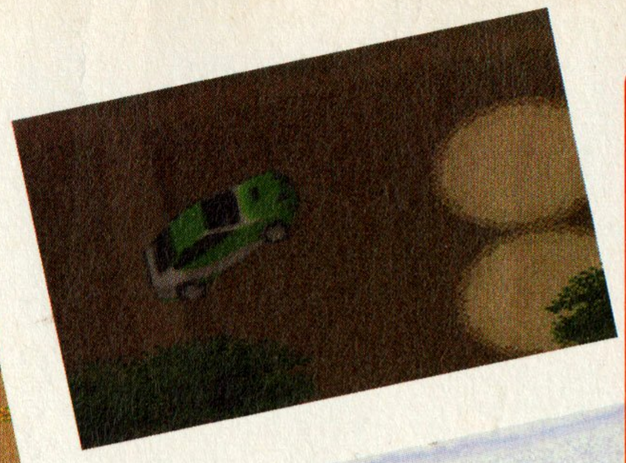
ROB

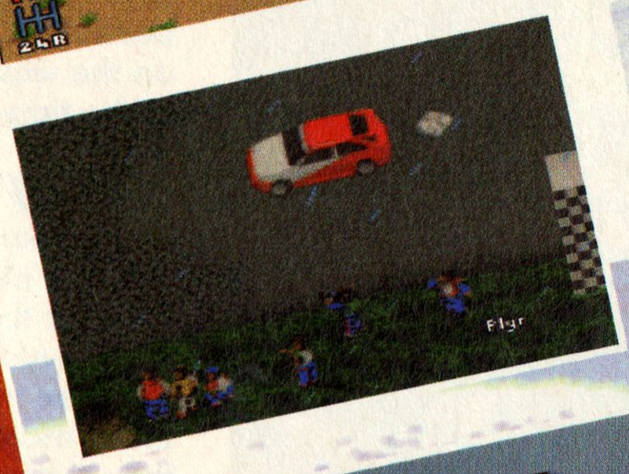
Not so much a racing game this as an effort to create a racing sim. There's been much gossip about the programmers popping off to experience a bit of the real thing before getting to work on Power Drive and it certainly notices. This is the kind of game that requires a good deal of patience to begin with. The steering is tough to figure out and crashing (unbelievably!) really does have adverse effects on the performance of the car. The responsiveness is in fact very sensitive and this is something that gets frustrating early on when so much as veering towards the edge of the track causes the car to severely slow down. But, once I started to get the hang of things, Power Drive had a really addictive quality, something that is fuelled by the level of challenge in this large and tricky game. It has to be said that a game like Power Drive has a very specific appeal, but to those with a pretty open mind and patient hearts it's a winner.

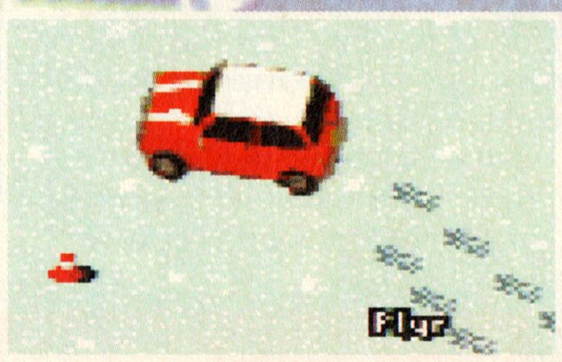


SKILL TEST

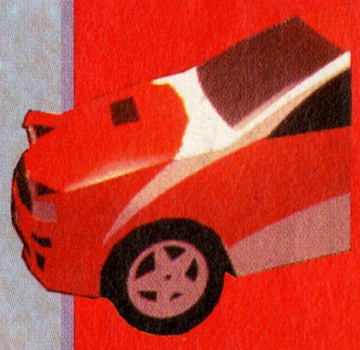
As drivers begin to mature, the time comes to test the very basics of their ability. Hence the Skill tests. Here the action takes place in a huge arena making the most of those beloved traffic cones. Drivers must complete a number of tasks within a certain time limit including a slalom course, reversing into specific areas and hand-brake turns.







COMMENT

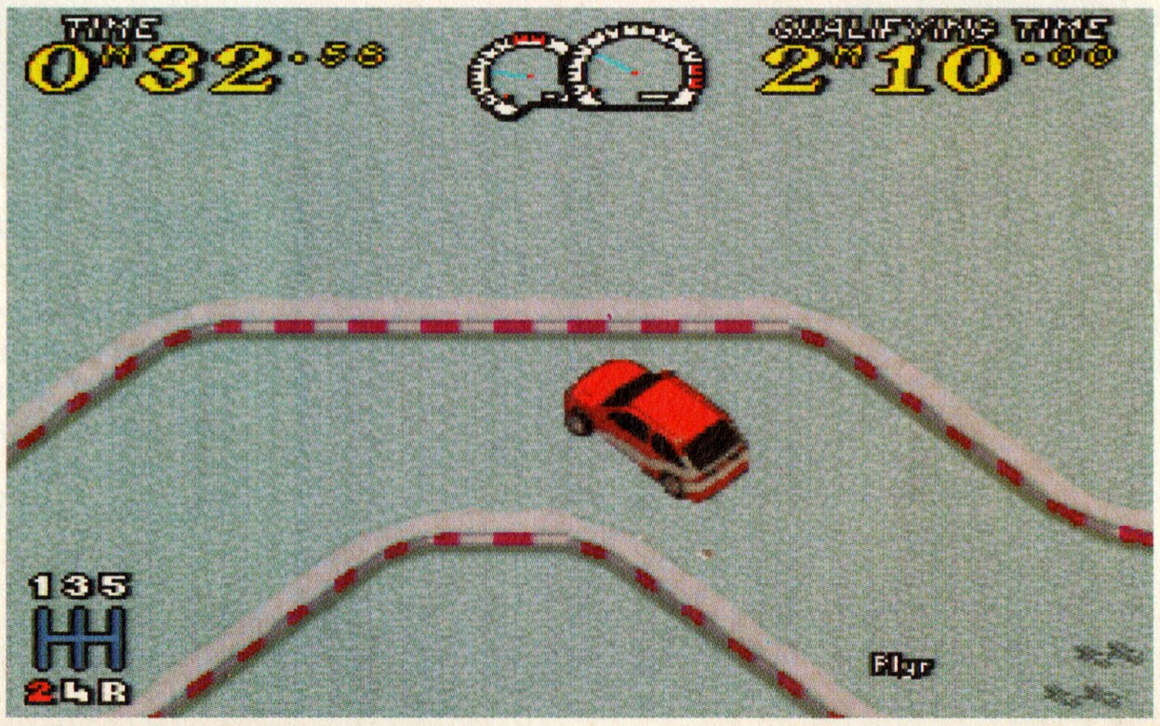


PAUL

Power Drive looks and plays very differently from every other motor-racing game on the Super NES, and is far better off because of it. It presents a new style of gameplay and, with it, places new kinds of pressures on a player's skill and determination. Though only one player can compete at a time, just like Stunt Race FX the real challenge is aiming to beat the course times of friends. The simple pleasure of qualifying for the next round soon becomes nothing compared to the fierce necessity of developing falwless cornering technique and the ability to control a car out of a spin out. Skill tests highlight a driver's flaws to an embarrassing degree, but only until a good technique is developed and success brings a smug grin. Though it might appear Power Drive isn't for everyone, everyone I know who's played it hasn't been able to stop!

CLASS MOBILE

Players begin choosing one of two cars from Group N. These are low powered vehicles that haven't been modified for rallying. The essential diffence between the two cars in each class is that one is front wheel drive and the other is rear wheel drive. In Group N players choose between a Mini Cooper and a Fiat Cinquicento. When they've eventually saved up enough pennies they'll have the chance to buy a more impressive motor and move up to Group 2 or Group 1. These cars include the Sierra Cosworth, Vauxhall Astra, Toyota Celica and the Renault Clio. Papa?



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 86

▲ Neat and tidy motors that look like little cars driving around in your telly. Oh yeah, and Paul likes the trees too.

▼ Some of the courses are a bit plain and uninteresting.

SOUND — 81

▲ Revvy engine noises and okay sound effects...

▼...But why the twee elevator musical accompaniment?

PLAYABILITY — 90

▲ Tricky to get the hang of at first but allows for the development of genuine skills.

▼ Trickiness might put the instant gratification crowd off.

LASTABILITY — 90

▲ Six cars and around 40 tracks - Blimey that's loads! Lots to return to as well, with plenty of chances to improve your skills and course times.

OVERALL — 90

A refreshingly new approach to the genre that is perhaps a bit too specialised for some tastes but a great "real driving" game all the same. We like it!

Nintendo®

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BANDAI

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: HUDSON SOFT
- PRICE: £59.99
- RELEASE: DECEMBER
- GAME TYPE: PUZZLE/PLAT
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-4
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: None

GAME INFO

- GAME ORIGIN: Started life on the PC Engine years ago!
- GAME DIFFICULTY: In one-player mode there's always an element of risk, no matter how much pattern learning is involved. Multi-player games are as tough as you make 'em!
- SCORE TO BEAT: N/A
- ALTERNATIVES: Super Bomberman, Hebereke Battle

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X Stop bomb rolling

A Drop/pick up bombs

B Nothing

Y Detonate bombs

L/R L: Nothing
R: Nothing

S Start: Start and pause
Select: No function

GAME CREDITS

- DEVELOPED BY: HUDSON SOFT
- DISTRIBUTED BY: VIRGIN
- DEVELOPED IN: JAPAN
- ARTWORK: © HUDSON SOFT

Tick tock...Should he cut the red wire or the black wire? Tick tock...Oh, what the hell, let's not bother! After all, it's a lot more fun setting bombs off than it is disconnecting them. It is with such an attitude that Bomberman makes a living. Having succeeded in demolishing his own planet with some well timed detonations Bomberman headed off to Earth to stop his nerves forever jangling. Unfortunately for him, and Earth incidentally, he has been followed by a more malevolent breed of Bombermen, keen to keep up their explosive traditions.

Flying back into action, Super Bomberman 2 sees our hero taking on Magnet Bomberman, Plasma Bomberman, Pretty Bomberman, Brain Bomberman and Crazy Bomberman in an effort to save Earth from an untimely decline into rubble. On every level Bomberman has the task of destroying his enemies, grabbing pick-ups and flipping the switches to open the door to the next level, but remember as well that the clock is always ticking. Win or lose though, Bomberman is sure to have a blast!

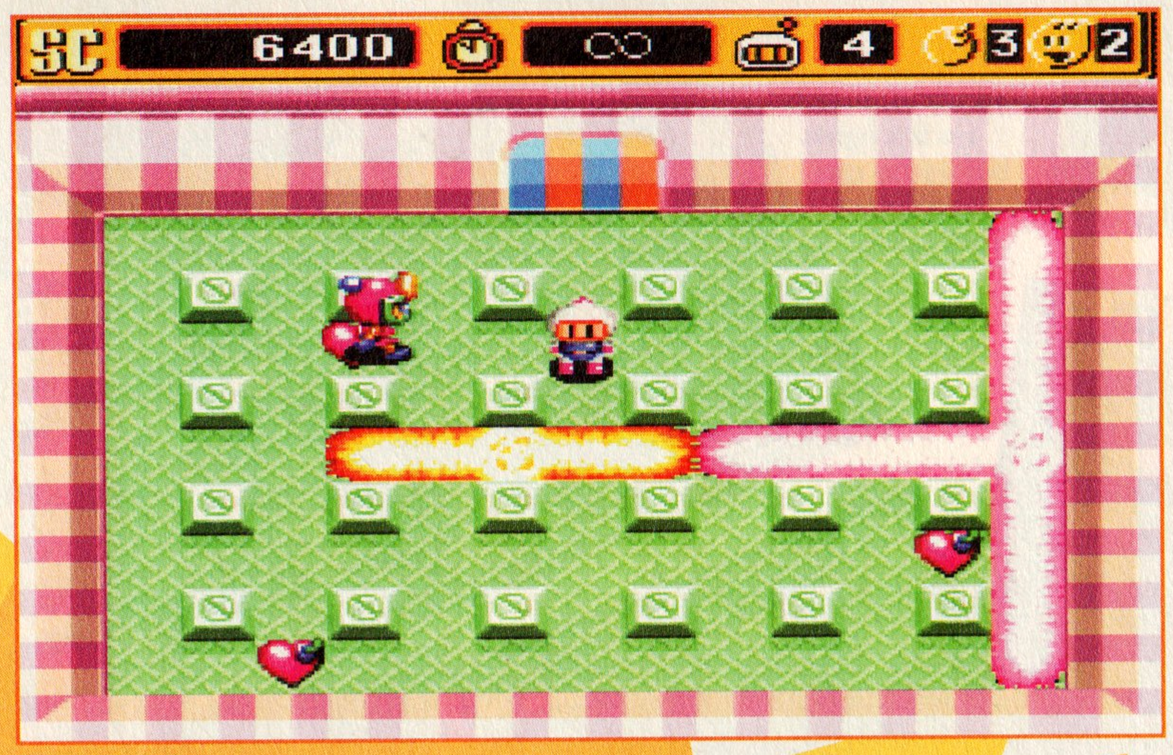
SUPER BOMBERMAN

DYNAMITE DECISIONS

In this latest Bomberman adventure dynamite makes plenty of appearances. By setting off a bomb next to it the dynamite explodes, in turn destroying everything around it. Make sure that Bomberman is a safe distance away once he's set the bomb because very often there's more dynamite close by which explodes as well in an explosive chain reaction. Boilers on later levels do much the same thing, a red flash signalling wipe out!

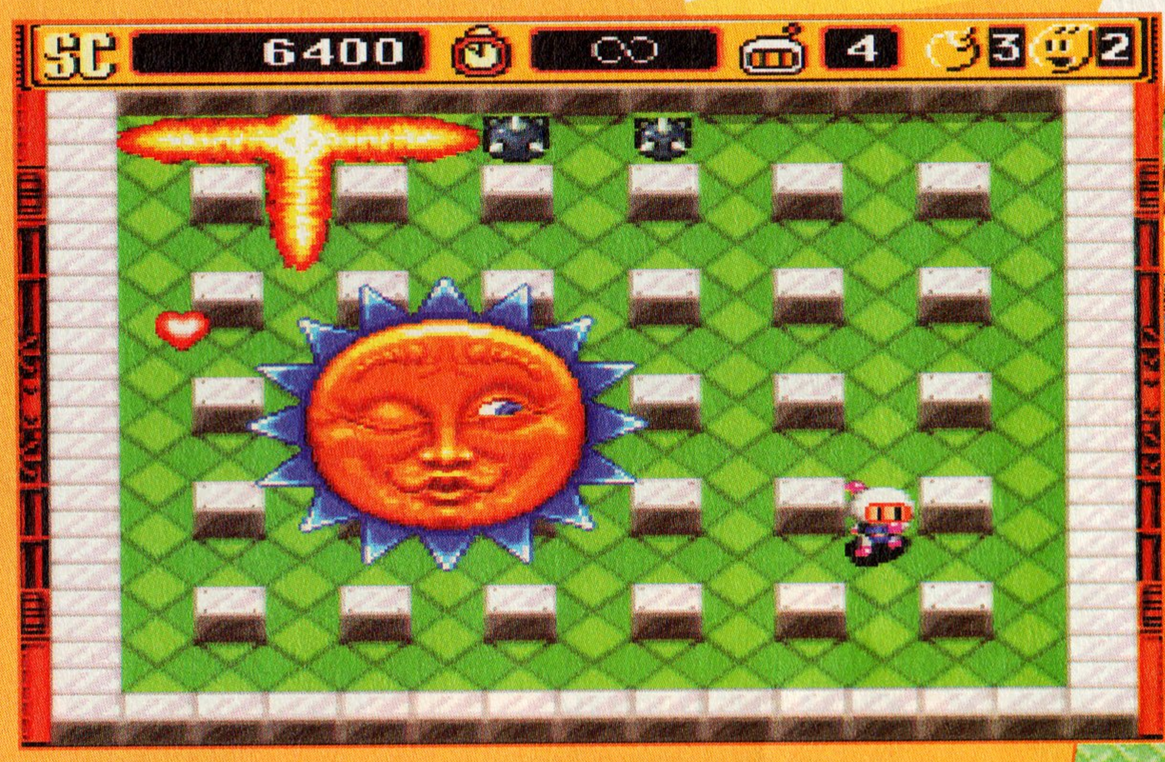
MAGNETIC ATTRACTION

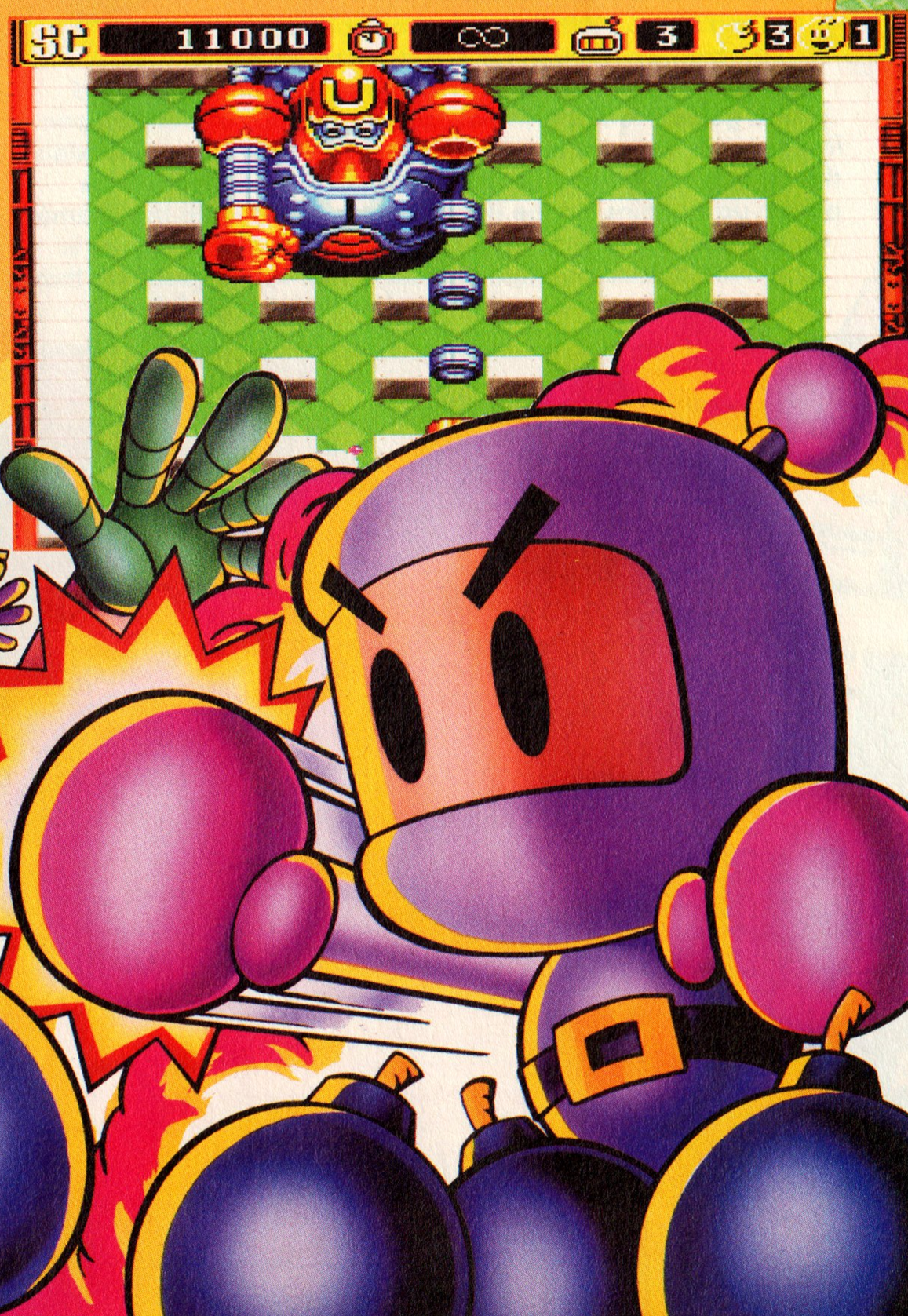
Magnets seem to figure pretty highly in Super Bomberman 2. To begin with there are magnets themselves. They attract bombs planted near-by and the direction in which they face is altered when a bomb explodes next to them. There are also magnetic enemies which draw Bomberman in - if he gets too close he's done for. They are best disposed of from a distance either by exploiting any dynamite in the area or by planting a bomb on one of the red spots which increases the length of the blast.



DOUBLE TROUBLE

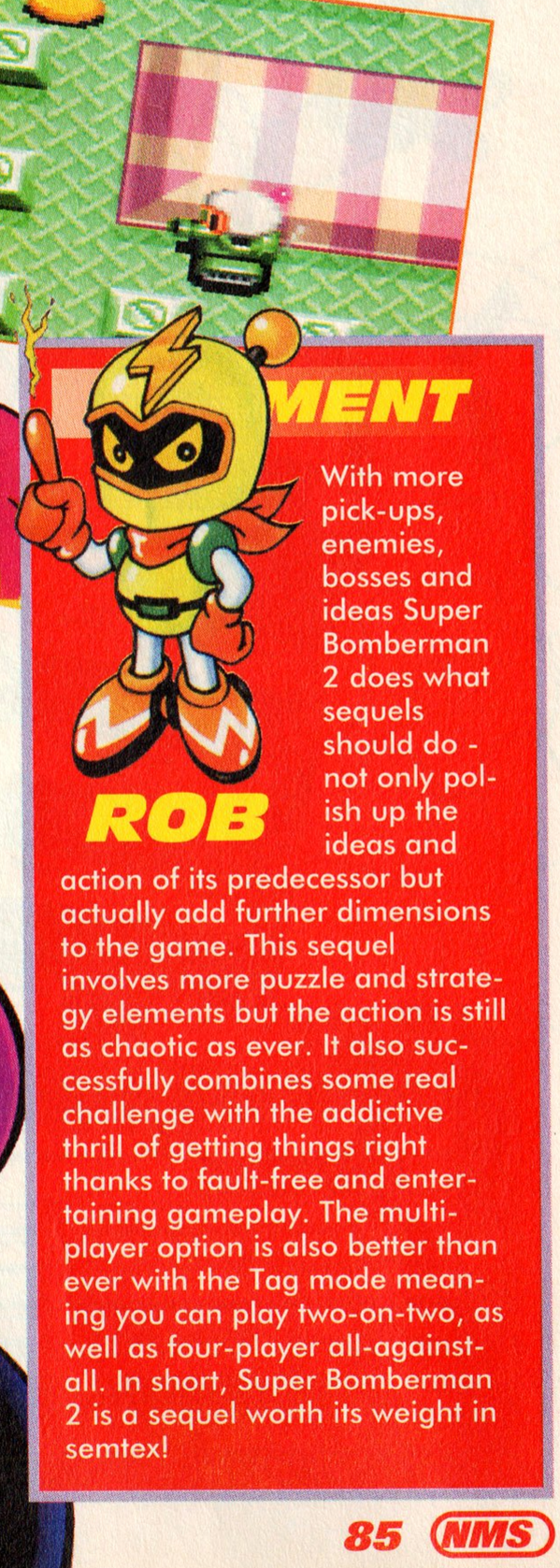
After six arduous levels of strategic bombing and general mayhem, Bomberman comes face to face with one of his Bomberman arch-enemies. When he suffers three hits he'll scamper off through the door. It's not over yet though. Follow him through and you'll find him setting up home in a huge robot and it's now this that has to be destroyed!





THROW THE SWITCH

Before the door opens up to take Bomberman to the next level there are a number of things he has to do. Firstly he has to make sure that all of the enemies on the level have been blown to smithereens. Then he has to locate the yellow boxes dotted out the level and plant a bomb next to them. These act like switches and when they're all blown up the door opens.



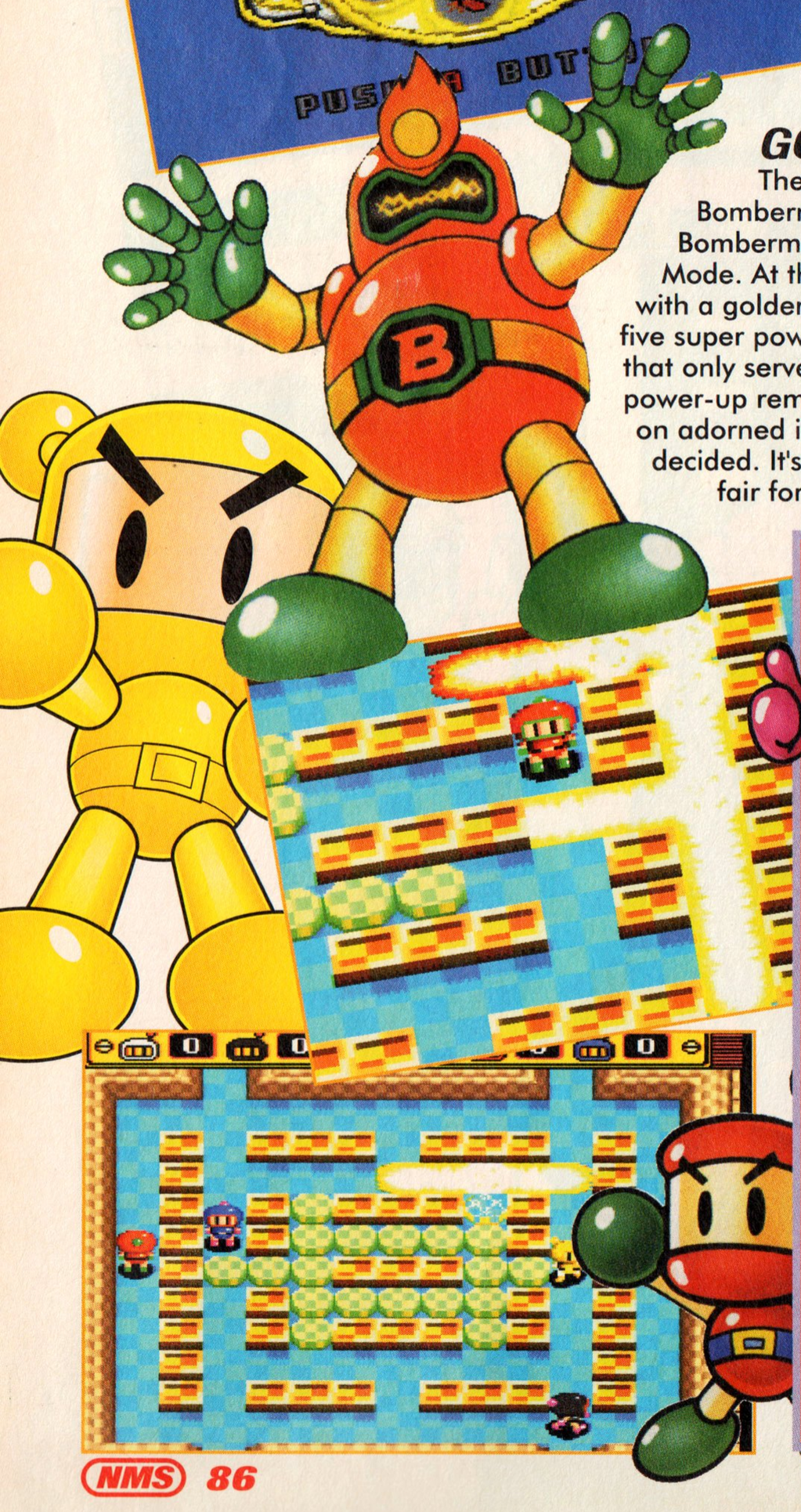
ROB

With more pick-ups, enemies, bosses and ideas Super Bomberman 2 does what sequels should do - not only polish up the ideas and action of its predecessor but actually add further dimensions to the game. This sequel involves more puzzle and strategy elements but the action is still as chaotic as ever. It also successfully combines some real challenge with the addictive thrill of getting things right thanks to fault-free and entertaining gameplay. The multiplayer option is also better than ever with the Tag mode meaning you can play two-on-two, as well as four-player all-against-all. In short, Super Bomberman 2 is a sequel worth its weight in semtex!

(RIGHT) In this room Bomberman needs to switch on the lights before he can see where he's going.

GOLDEN BOY

The big deal abour Super Bomberman II is the arrival of Golden Bomberman, though he only features in Battle Mode. At the end of every round the winner is presented with a golden roulette wheel, and the chance of winning one of five super power-ups or one booby prize in the form of sandals that only serve to slow Bomberman down. The effect of this power-up remains for the duration of a round, with the champion adorned in shiny golden armour, until the next winner is decided. It's also possible to disable this option, keeping things fair for beginners - but we don't want any of that!



COMMENT

ANDY

It's not often that you can say that a sequel is better than the original. In fact I'm hard pushed to think of a single example - except Bomberman 2, that is. Hudsonsoft have taken everything that was cool about the original and managed to improve it all, and then some. The graphics are tighter and more detailed. Sound-wise it's fab too with loonier tunes and sonic booms. But it is the gameplay that is most dramatically improved. Aside from his normal abilities Bomber-boy can now pick up the bombs and carry them around, he can also jump which comes in most handy on some levels. The levels themselves are no longer simple single-screen mazes but scrolling, baddie-infested affairs with lakes, bridges, super bombs and other such hazards. And to top all that, the bosses are now mind-blowingly tough, two-stage jobbies where an evil minion must first be dispatched before Bomberman meets the big guy. Oh yeah and the multi-player options are better too. I could go on about this for ages but it's better if I just say buy this game!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 90

▲Although the nature of the game limits the extravagance of the graphics, the graphics are nevertheless, extravagant.

SOUND — 87

▲Good albeit unremarkable tunes accompanied by all the great blast sounds as you'd expect.

PLAYABILITY — 93

▲ As simple as Simon to get the hang of but it takes time and skill to master it.

LASTABILITY — 91

▲ The high standard of challenge means it's no push over and even after you've completed it there's still the multi-player mode!

OVERALL — 92

A game that makes a great sequel and stands as a brilliant game in its own right as well.

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MAGAZINE SYSTEM
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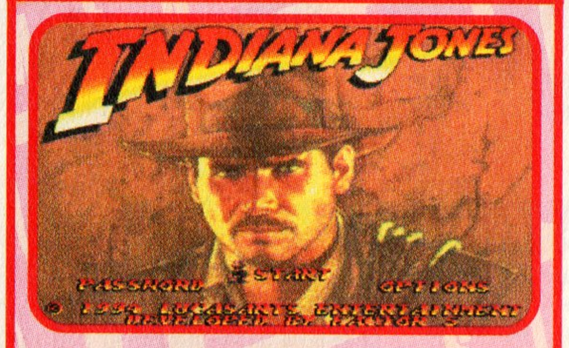
Nintendo® MAGAZINE SYSTEM

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC
- BY: JVC
- PRICE: £59.99
- RELEASE: NOVEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: 3
- OPTIONS: The standard issue

GAME INFO
- GAME ORIGIN: The block-buster film
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Reach the Temple of Doom without using a continue.
- ALTERNATIVES: Return of the Jedi, Castlevania IV

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Roll

A — Throw grenades

B — Jump

Y — Use whip/gun

L/R — L: Punch, R: Punch

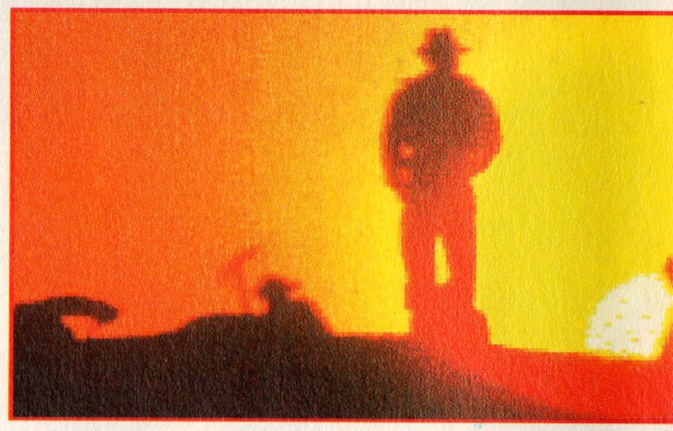
S — Start: Start and freeze, Select: Select weapon

GAME CREDITS
- DEVELOPED BY: LUCASARTS
- DISTRIBUTED BY: JVC
- MADE IN: AMERICA
- ARTWORK: ©

Snakes - just about the only thing in the world that is likely to send a shiver down Indy's spine. Being crushed beneath a roaring truck? No problem. Blown to smithereens by Nazi's? No problem. The wrath of God? No problem. So what is Indiana Jone's secret? Unquestionably it has to have something to do with his whip and lucky hat. With these, the insatiable adventurer of antiquities can do just about anything.

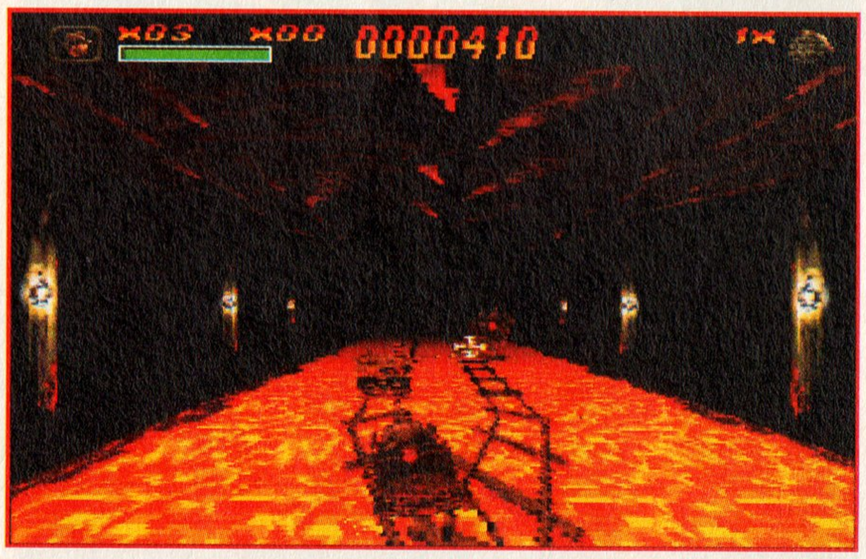
This particular adventure is in fact a summary of the three films rolled into one. It begins with Indy in a cave in South America in search of the Golden Idol and moves through the plot of each film, incorporating the most famous scenes from each. Starting only with his renowned physical agility and fist fighting talents, Indy needs to pick up his whip and a pistol where ever possible. Naturally he is constantly hindered in his quests by a barrage of mercenaries, Nazi's and similarly undesirable company.

There are loads of destinations across the globe that are subject to the hectic Indy-style tourism, and, in keeping with the films, they are plotted by a red trail across a world map. Cue the Indy tunes and let's go!



INDIANA JO

Greatest Ave



INDY SEE INDY DO!

Those who know the films will know just how versatile our hero is. His whip not only enables Indy to ward off his foes but acts as something to swing from. Likewise there are moments when Indy's pistol supplies a simple remedy in an otherwise tricky situation. To fuel the suspense, Indy often finds himself able to reach platforms thanks only to his fingernails. Another great Indy characteristic is his body roll which successfully gets him through small gaps and under obstacles. Look out for moments to use a knowledge of the film. For example, from Raiders of the Lost Ark, do you remember what happened to the Arabian warrior who was a genius with the sword?

INDY IN SEVENTH HEAVEN

On top of lots of platform adventure Indy also gets involved in some hair-raising mode 7 action. In The Temple of Doom adventure, the programmers have been sure to include the exhilarating mine cart chase, and to enhance its thrills and spills they've done it head-on in mode 7. Similarly, in The Last Crusade we have a mode 7 dogfight with Indy piloting a Biplane against his arch enemies the Nazi's.

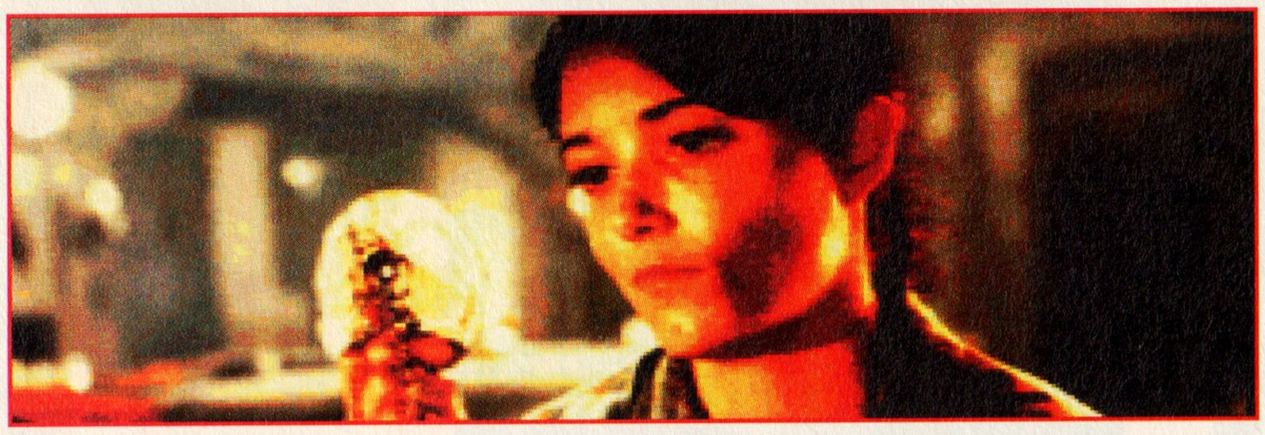
(RIGHT) *There's supposed to be two other people in the dingy with Indy, but this is as close to the movie as you're ever likely to get on the Super NES!*

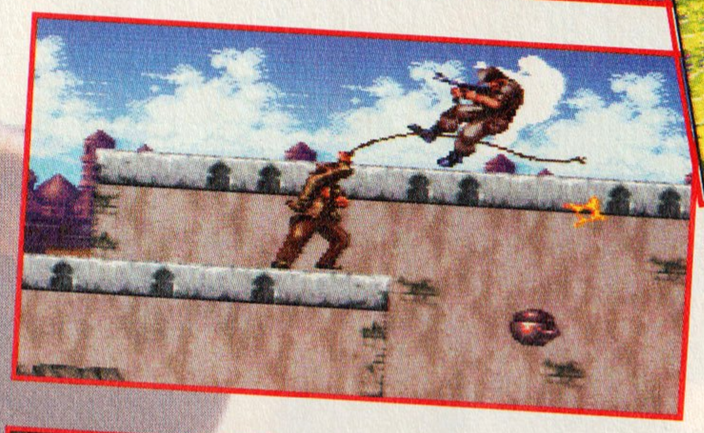
REVIEW

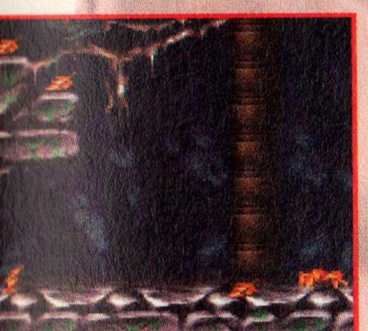
SUPER NINTENDO ENTERTAINMENT SYSTEM

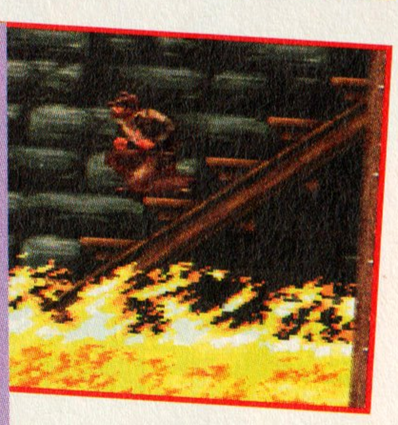
ONES'

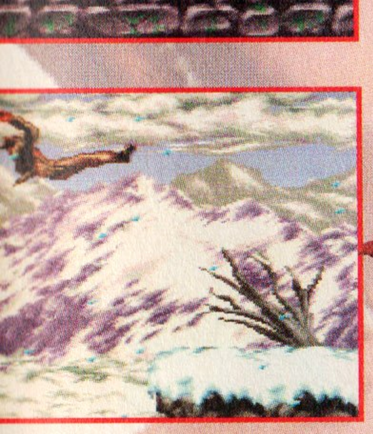
entures











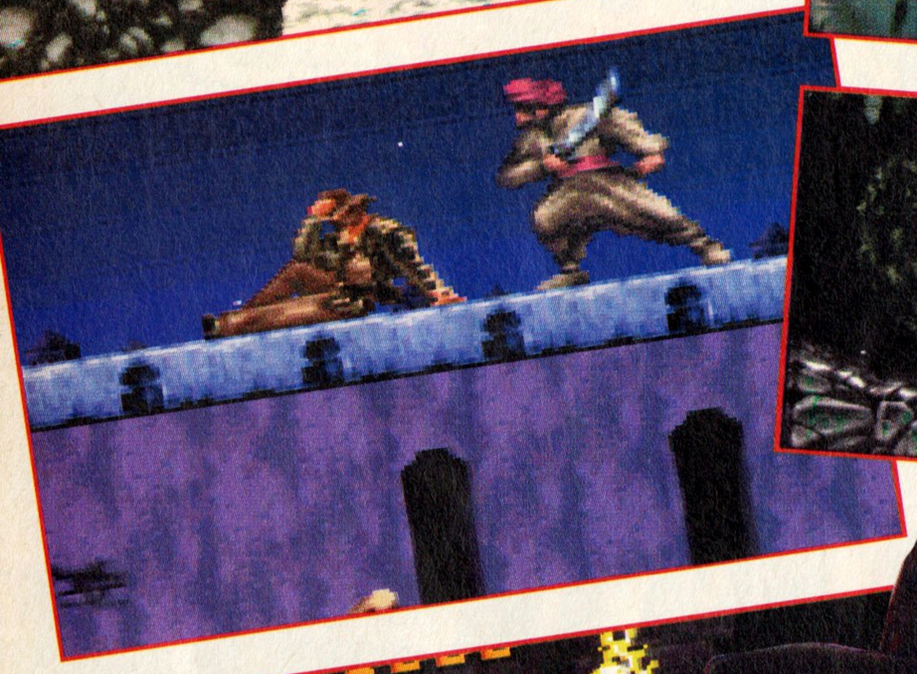
COMMENT

The level of graphical detail contained in this game is astounding. The harder you look, the more there is to see, from the dust being churned up by Indy's boots to flocks of birds portrayed as tiny but minutely detailed in the distance. Harrison Ford's role is convincingly recreated as his sprite moves superbly, with all the correct stances and idiosyncrasies of Indy. Also, as expected of LucasArts because of their Star Wars titles, the backing music and effects are completely faithful. Even with all this happening the game plays interestingly too, with Indy behaving a great deal like Simon Belmont of Castlevania fame only with obstacles to push around as defence in addition to his whip. It's a relief to find all three Indiana Jones adventures packed into on cart too, meaning everything you could possibly want to see is included. At times the game mechanics are slightly awry, with some movable objects having a mind of their own - lie the vases that return to their original position if forced off screen. Generally though Indiana Jones is a top class, high tension platform game, ingenious enough to keep anyone happy.

PAUL

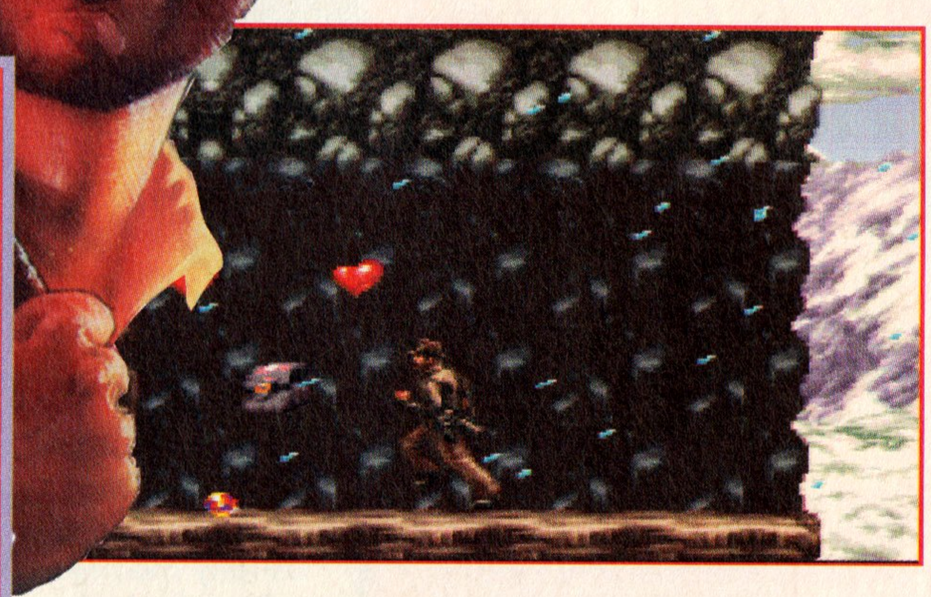
SHOVE INDY SHOVE

It's not all whips, punches and gun shots. Indy has to make use of anything at his disposal. This usually means either a box, barrel or giant vase which Indy pushes and uses as a platform, or jumps on to protect him from rats or other vermin scurrying about his feet. Often they enable him to reach some extra life or a one-up.



RUN AWAY!

Rather than always having a boss, the great test for our pumped up Hugh Scully varies depending on the film. Needless to say that the first includes Indy running away from a huge boulder while traps spring up before him. Later he has to chase after Marion who is being wheeled away in a hay cart and then engage in a punch up with a muscle bound psycho.



COMMENT

ROB

As with Return of the Jedi, JVC have stuck quite tightly to the films, obviously allowing for some artistic licence as far as the gameplay is concerned. At heart it is a platform game but it is interspersed with mode 7 levels which adds a fresh dimension and acts as an exciting alternative to most of the action. But Indiana Jones does suffer from odd variations in difficulty that sometimes make particular sections frustrating rather than challenging. All in all though there is little to complain about. All three films are done justice making Indiana Jones a huge game, each of the 28 levels packed with things to do. The sequences that tie them together are faithfully adapted from the film, be it digitised stills or the trail across the map, or even the music and sound effects which are given the Rolls-Royce treatment with Dolby surround sound. Admittedly it's not exceptional in its own right, but the weight of Indy's reputation whips it up into a game worth chasing.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE				■
REFLEXES				■
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH		■		
YEAR				

GRAPHICS — 89

▲ All of the characters are included and the backdrops convincingly convey the various scenes.

SOUND — 86

▲ Superb surround sound enhances the music and sound effects. Great atmospherics - especially the frosty wind.

PLAYABILITY — 85

▲ Indy is easy to control and has lots of talents and the action is continuous.

▼ On occasions the gameplay gets frustrating.

LASTABILITY — 84

▲ There is a lot to accomplish in this game and it's by no means a push over.

OVERALL — 85

A great game that does justice to the legendary films. Not the most original of ideas but Indy fans will really enjoy it.

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REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

WILD GUNS

In the Old West, insults dug deep. So much so that all it took was the simple criticism of a skewiff tie or a comment on careless shaving to set off gun-crazy feuds. The whole town would gather at high noon and look at each other with thin suspicious eyes. For hours there would be nothing but the wriggling of fingers by holsters, the occasional Mexican laugh, and the rising scent of sweat on brows. The dusty roads, by now flooded with tobacco spit, would heave forth an ominous silence...but hold on! The tie is straightened! The shaving kit is out! Phew...

In Wild Guns there is no such reprieve. The heroes, Clint and Anne, are given the seemingly impossible task of turning the Wild West into the Mild West by eliminating every last outlaw, with the help of a gun or three of course. But before the mare is saddled and the spurs go a-chinking it ought to be pointed out that both the weapons and some of the enemies are not only from the future but positively alien. There's robot cowboys, trains that launch missiles and sky vehicles that make swooping attacks on the desert plains.

In either one or two-player the task is the same - simply shoot anything that moves, dodge bullets, use the lasso now and then, and make the most of any ammunition going. At the end of the day the question has to be - did he fire 10, 768 or only 10, 767? Well? Do you feel lucky?

BIG GUNS!

BIG BOSSES!

COMMENT

ROB

I suppose the beating heart of Wild Guns is the old Operation Wolf style coin-op. But there are a number of things that make it quite different. Firstly the characters are a lot more versatile. Their ability to roll, jump and punch makes them more effective in action and more exciting. The range of weapons likewise adds to the diversity. The most attractive quality though has to be good ole' non-stop action and mayhem which keeps you on your toes with your finger on the trigger. The sheer number of enemies with bosses a-plenty also makes the gameplay quite tricky at times so it really hones reaction skills. It's good to see that the backdrops take a bashing as well, something which satisfies those purely destructive instincts. Ok, so the concept isn't particularly new and naming the cowboy Clint is certainly a cheap shot, but I'll tell you punk, it made my day!

GUNFIGHT AT THE OH NO! CHORALE

Standard issue for our hombres is a fairly useful machine gun with limitless ammunition, though there are pick-ups available. A shotgun causes more damage, the super machine gun fires more bullets and the gatling gun is especially useful on bosses. At the top end of the scale is the V. Gun, activated when a player's power-up bar is fully charged. It renders its user temporarily invincible so make the most of it!

ROLL YOUR BODY

Both Clint and Anne are capable of somersault jumps and body rolls in efforts to escape a leaden end. Sometimes enemies attack from close range where a swipe to the head with the butt of the gun does the trick! Look out as well for sticks of dynamite that have been thrown - why not throw them back!

RATINGS

- BY: Natsume
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: Shoot 'em up
- CART SIZE: 8 MEG

GRAPHICS — 88

◆ Well drawn and animated sprites and the interactive backdrops are excellent.

SOUND — 86

◆ Catchy Wild West tunes and the guns sound very wholesome.

PLAYABILITY — 87

◆ Easy to get the hang of and the action is relentless.

LASTABILITY — 70

◆ With the help of difficulty settings this gets very tough but not enough levels make the experience short lived.

OVERALL — 80

A rollercoaster of a shoot em' up that has some new and original touches.

YOU WON'T SEE ME WITH SPOTS.

Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one.

Nowadays I use Oxy* Clean Facial Wash.

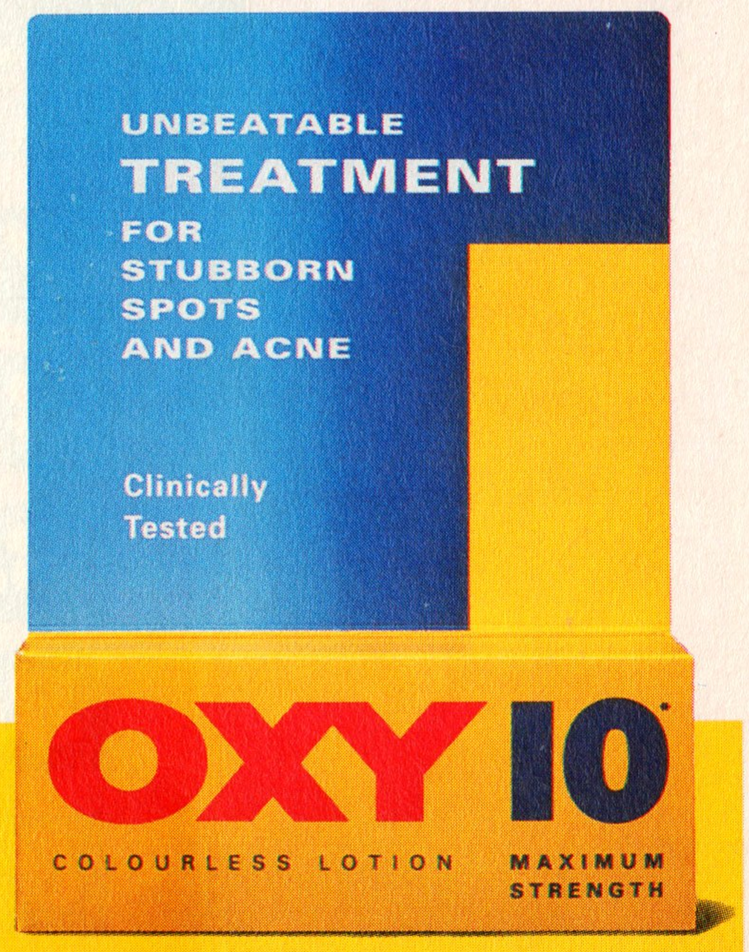
Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

REVIEW

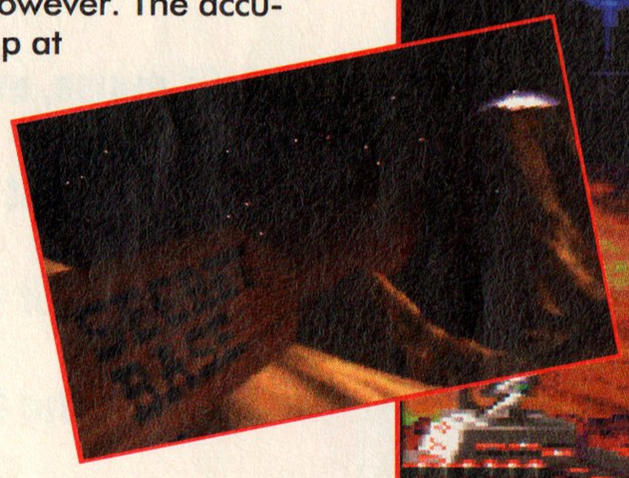
SUPER NINTENDO ENTERTAINMENT SYSTEM

Dropzone has made an appearance on both the NES and Game Boy, although its original home was the C64 way back in 1986 and it's got that unmistakable home computer style to it. It uses a two-way horizontally-scrolling "wrap around" landscape which means essentially that if a player keeps moving in one direction he'll eventually end up where he started. Placing the emphasis on scoring points more than anything, Drop Zone has loads of levels getting gradually more difficulty as a player becomes more accomplished. So don that striped shirt, hitch up those red braces, slick back that hair and get retroactive!

Archer Maclean's DROPZONE

AN ONUS ON THE BONUS

Blasting away alien space vehicles isn't the only thing our jet-packed jock has on his mind. There are also pods to collect and deposit at the moon base. He can only carry these one at a time however. The accumulated bonuses are beamed up at the end of a level and then contribute to powering up for an attack on the boss. They are also worth a lot of points.



POINTY! POINTY!

Unlike a lot of games these days Drop Zone puts the emphasis on scoring points. The gameplay itself is quite straightforward, simply a matter of blasting and picking up scientists. A player with skill and arrogance though soon learns the techniques involved in picking up the most points. Each score is accompanied by a rank like Space Cadet or Star Warrior.

RATINGS

- BY: PSYGNOSIS
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: SHOOT EM' UP
- CART SIZE: 8 MEG

GRAPHICS — 76

◆ Small and perfectly formed although a bit on the repetitive side.

SOUND — 81

◆ Impressive music (The Planets appropriately enough) mixed with naff but kinky blast em' up effects.

PLAYABILITY — 83

◆ Very simple and fault free controls. The inertia on the jet-packer gets a bit frustrating at times.

LASTABILITY — 80

◆ With the onus on point scoring this game's lifetime depends more on the individual player than anything

OVERALL — 81

Not a classic but nevertheless it retains an appeal to those who can remember and those who want to try.

KNOW YOUR ENEMY

The screen features a scanner which tells the player the position and type of enemy. Green signifies those 'sitting duck' style enemies who are every easy to pick off. Occasionally a heat-seeker turns up of which the player is informed just prior to its arrival. A player can outrun these but it is better to do a few manoeuvres and take them out. Look out for the tiny, tough to spot, blue bullets that aliens might fire. There are also enemies that move along the moon surface and these are most likely to catch a player out when he's trying to pick up a scientist.

COMMENT

As you might expect, what is primarily attractive about Drop Zone is its nostalgic quality, returning to the good old days when all that was demanded of a game was a simple task, plenty of colour and action and leaving the rest to your imagination. This seems to be typified by the sound which realistically assimilates those old statically charged explosions. To like a game simply because it's old though would be stupid. What makes Drop Zone a title worth having is the fact that it does have a certain style that seems to have become very rare these days. It is very simple but it's this fact, and the emphasis it puts on getting high scores that gives it an enjoyable and addictive quality. Retro certainly. Fun definitely.

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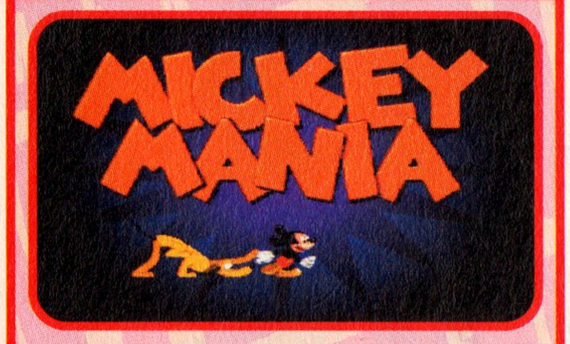
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC
- BY: SONY IMAGESOFT
- PRICE: TBA
- RELEASE: OCT/NOV
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: One
- OPTIONS: None

GAME INFO
- GAME ORIGIN: Based on key cartoons in Mickey Mouse's history. Oh, and every 16-bit Mickey game ever.
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Defeat the giant from 'Mickey and the Beanstalk.'
- ALTERNATIVES: The Lion King, Earthworm Jim, Donkey Kong Country...

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Throw marble

A — Throw marble

B — Jump

Y — Throw apple

L/R — L: Nothing, R: Nothing

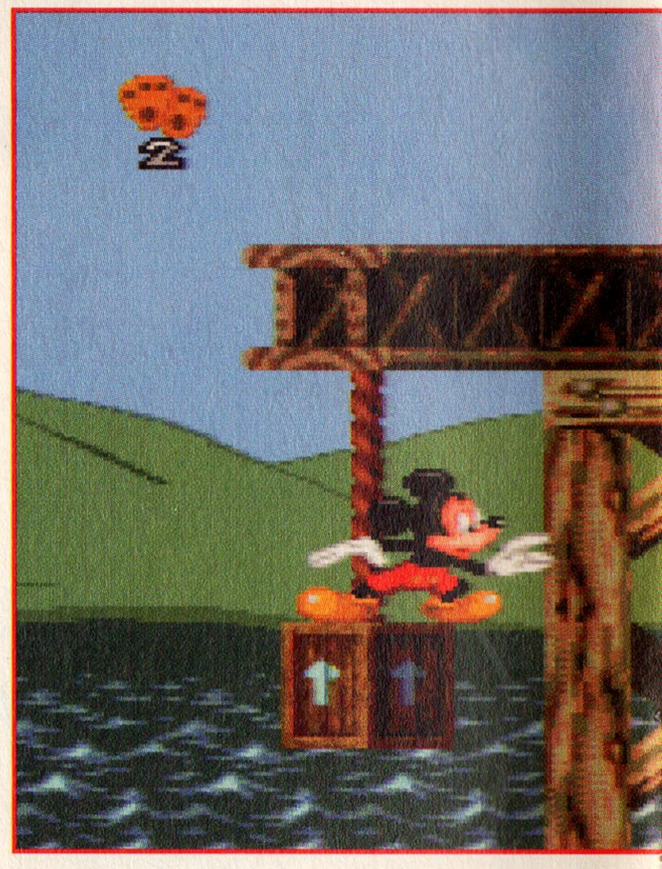
S — Start: Pause, Select: Nothing

GAME CREDITS
- DEVELOPED BY: TRAVELLERS TALES
- DISTRIBUTED BY: SONY
- MADE IN: AMERICA
- ARTWORK: © DISNEY

Mickey Mouse has this somewhat unnerving tendancy to smile a lot. And why not? After all, just about every cartoon he's ever starred in has made plenty o' cash - as have the entire range of videogames he's appeared in on every system imaginable.

Mickey games all follow a set pattern - one that this new release follows to the letter. First of all, he stars in platform games which generally involve him jumping about, using some area below his waist to dispose of meanies. This may be his bottom, in the now infamous "bottom bounce" or in Mickey Mania's case, the feet. But, lest we forget, Mickey has arms, which invariably get used for swinging on things or throwing small spherical items at his enemies. Yes, in terms of originality, Mickey Mania is a bit of an old duffer. However, Mickey games always have incredible graphics and decent playability - so it's good to see liberal quantities of both in this latest game.

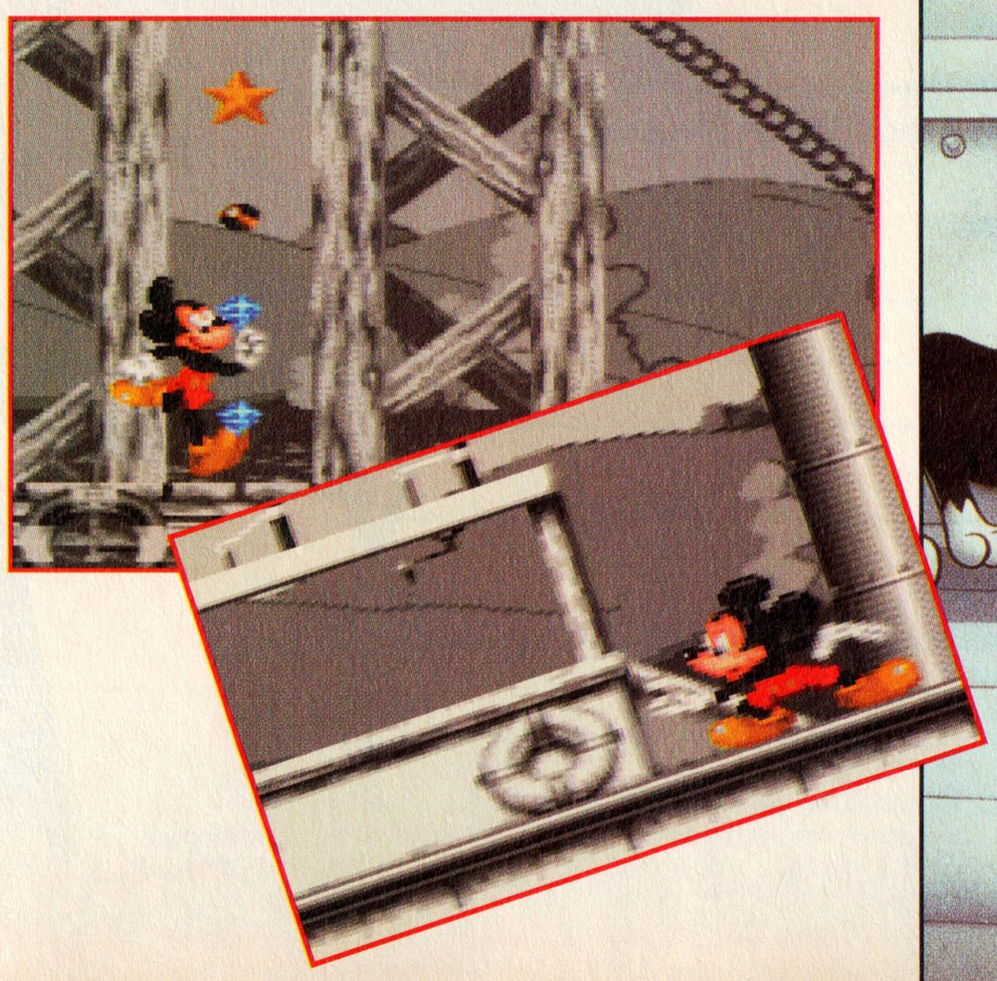
Oh, there is a plot as well to think of it. Something involving the plucky rodent travelling back into his own past (that is, his movie cartoon career), recruiting versions of himself in order to battle some kind of incredible evil whilst avoiding Richard Gere. All except the last bit. We made that up.

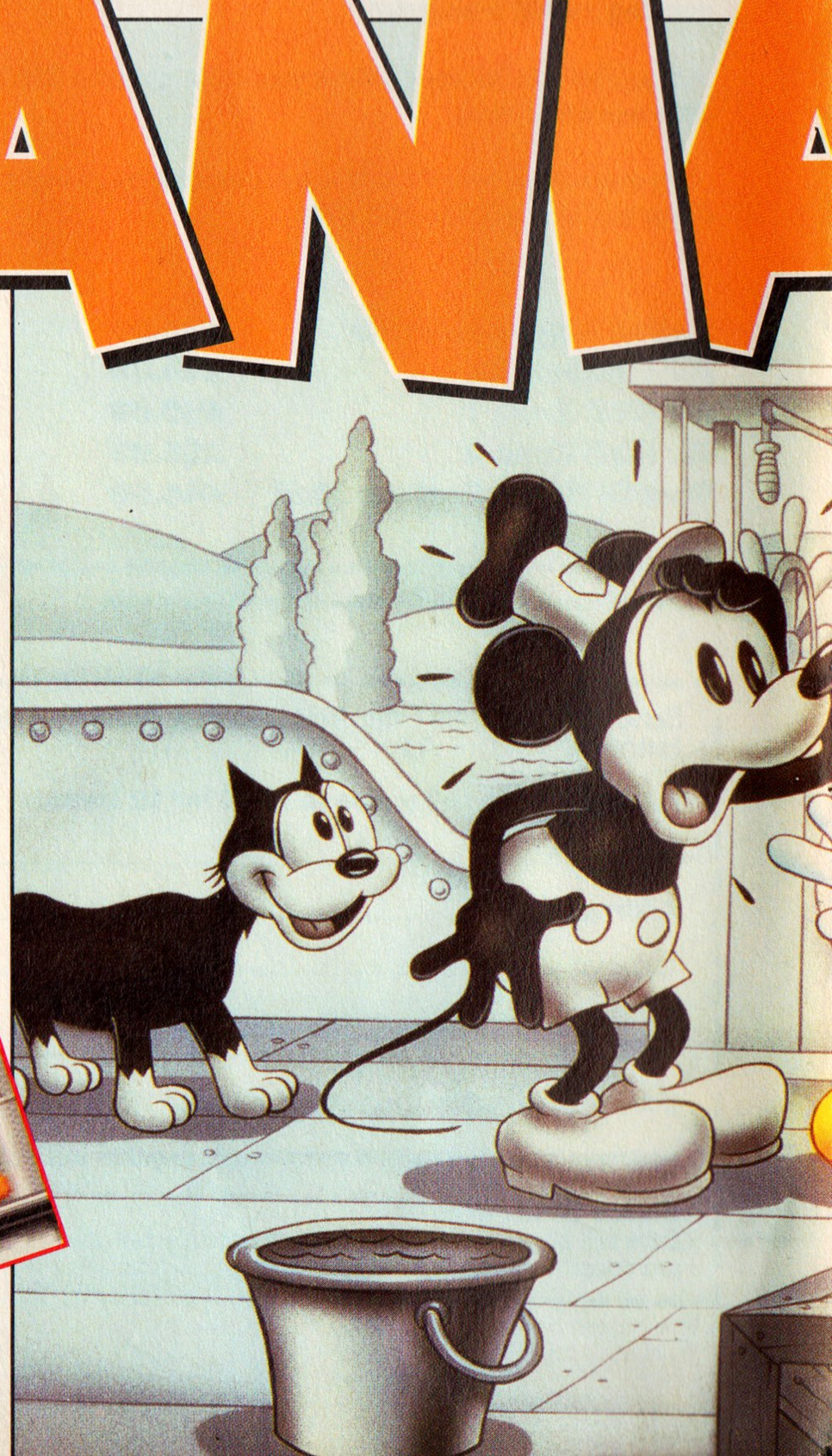


MICKEY MANIA

LEVEL BEST

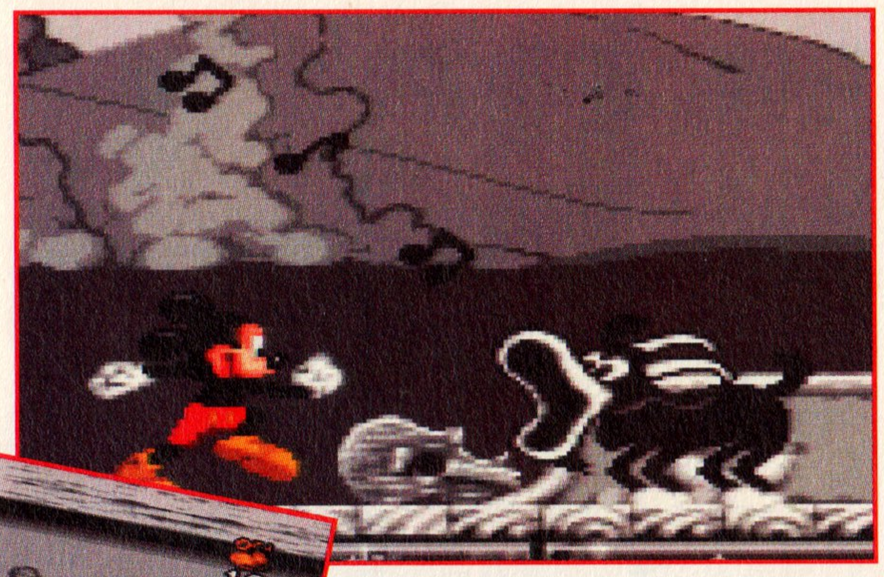
In what is actually quite a smart idea, Sony have based the levels in the game on cartoons throughout Mickey's movie history. Here's a quick rundown on the majority of the levels...

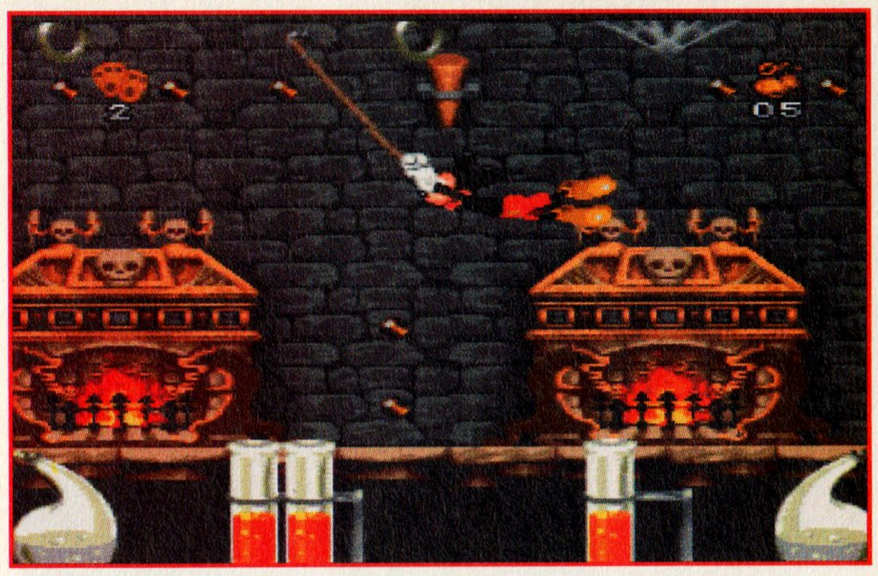




STEAMBOAT WILLY

The very first Mickey cartoon, first released to the public waaaay back in 1928. This level is excellent, starting as a crackly black and white film, gradually becoming more and more colourful as Mickey traverses the steamboat and does battle with Pegleg Pete on the wharf.

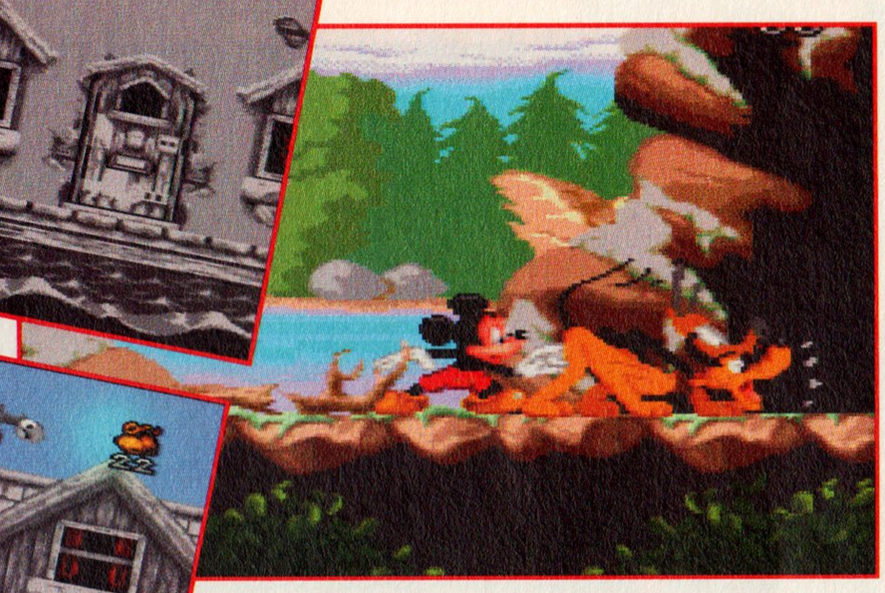




(ABOVE) By swinging long and high on these spider's threads Mickey can claim more bonus items.

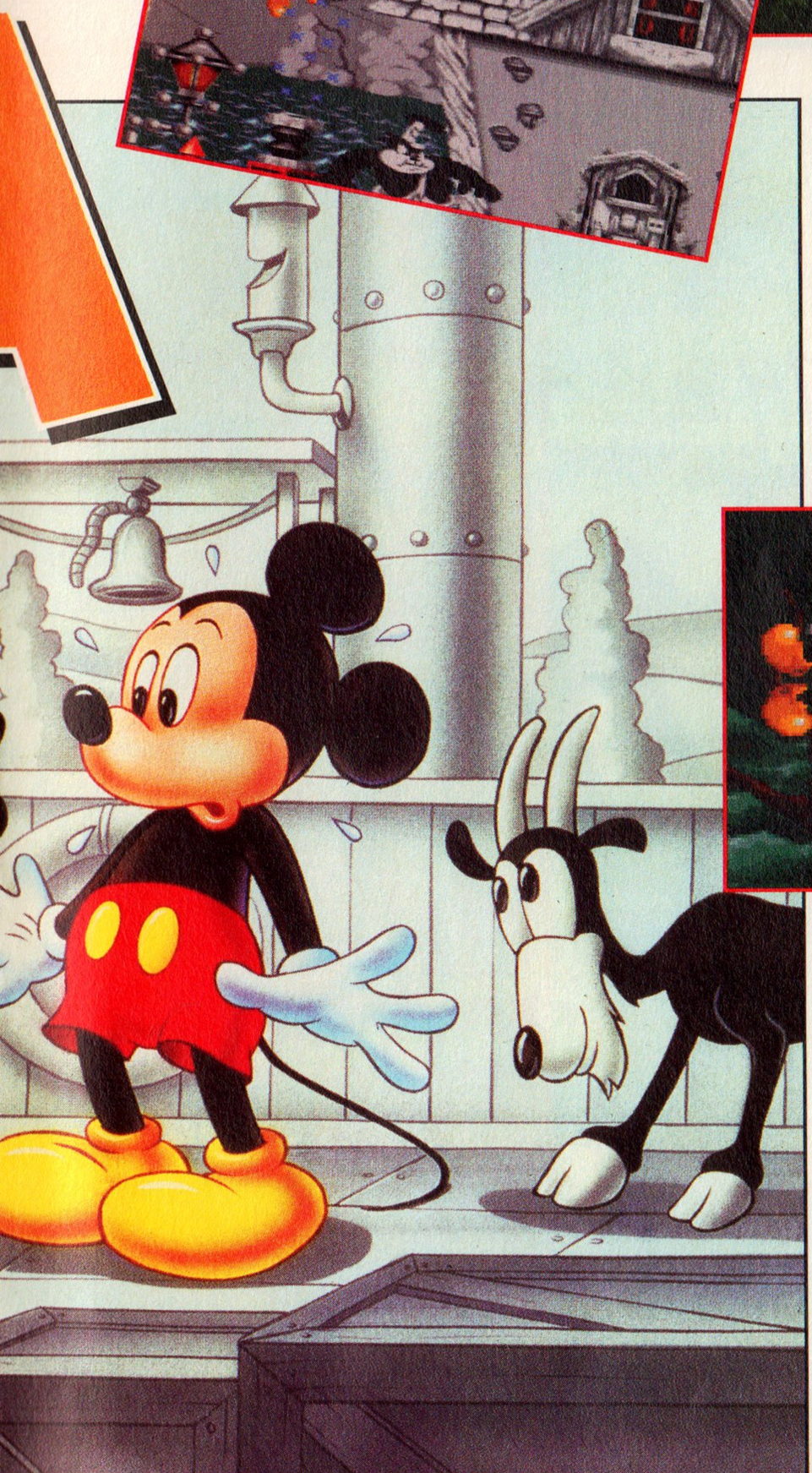
THE MAD DOCTOR

The second Mickey Mania level, based on the 1933 cartoon, is quite spooky actually. Mickey battles rampaging skeletons, large spiders and enormous bats until the confrontation with the mad doctor himself. Look out for an amusing trolley dash section and superb rotating tower bit.



MOOSE HUNTERS

A cartoon that had to make it into the Mickey Mania game is 1937's Moose Hunters, which featured the first appearance of Pluto as well as Mickey's first spoken words. This level features an incredible 3D section as Mickey speeds away from a very upset moose, whilst leaping heroically over the inconveniently placed rocks.



LONESOME GHOSTS

Stepping into the Disney equivalent of the TARDIS, Mickey arrives in 1937, during the Lonesome Ghosts cartoon. Some smart sideways scrolling 3D greets Mickey as he enters a very haunted house. This particular dwelling is packed with ghosts, ghouls, and liberal doses of ectoplasm as Mickey makes good use of rafts and barrels in order to progress.

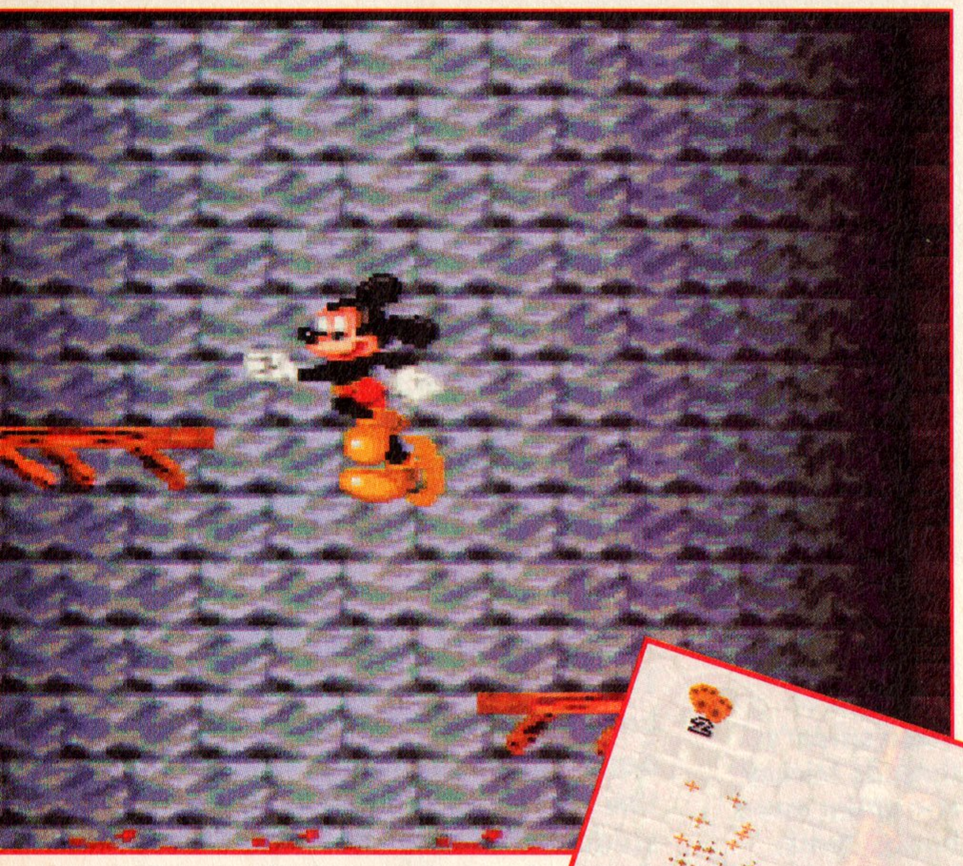
COMMENT

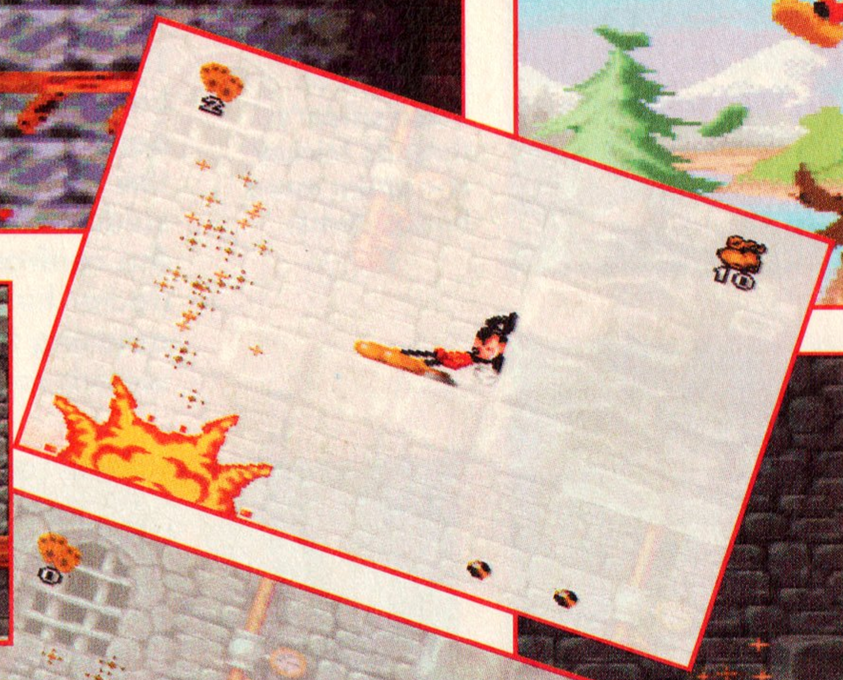
RICH

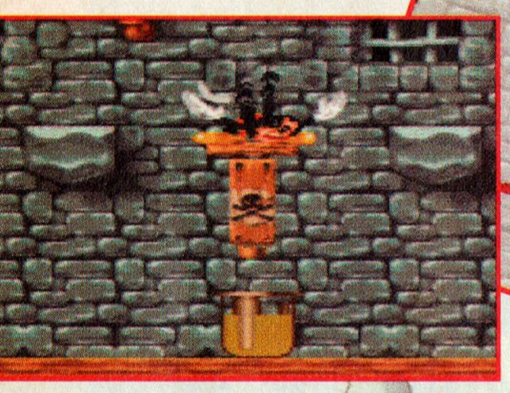
I must admit that the graphics in this game are excellent. Disney's animators have done a superb job in bringing Mickey to the Super NES and the results are far superior to any Mickey game seen on any system before. It's also nice to see a bit of variety in the game as well - from the rafts and trolleys through to the rotating tower and great 3D moose chase section. However, the game is pretty sedate and doesn't offer much in the way of genuine excitement. Much (make that too much) of the game's charm lies in its graphics. The same can't be said of games like The Lion King, Earthworm Jim and of course Donkey Kong Country - all of which I'd recommend you take a look at before Mickey Mania. It's a nice game, but in the platform genre, there are many worthier titles.

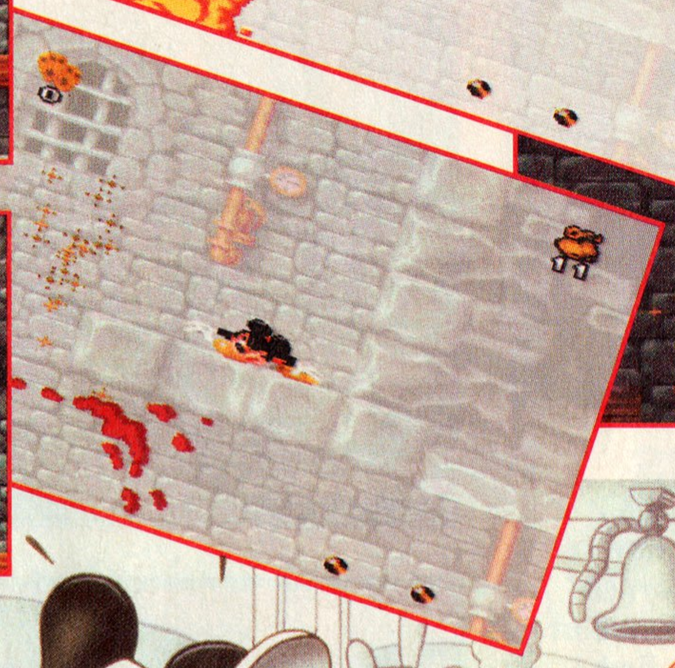
MICKEY AND THE BEANSTALK

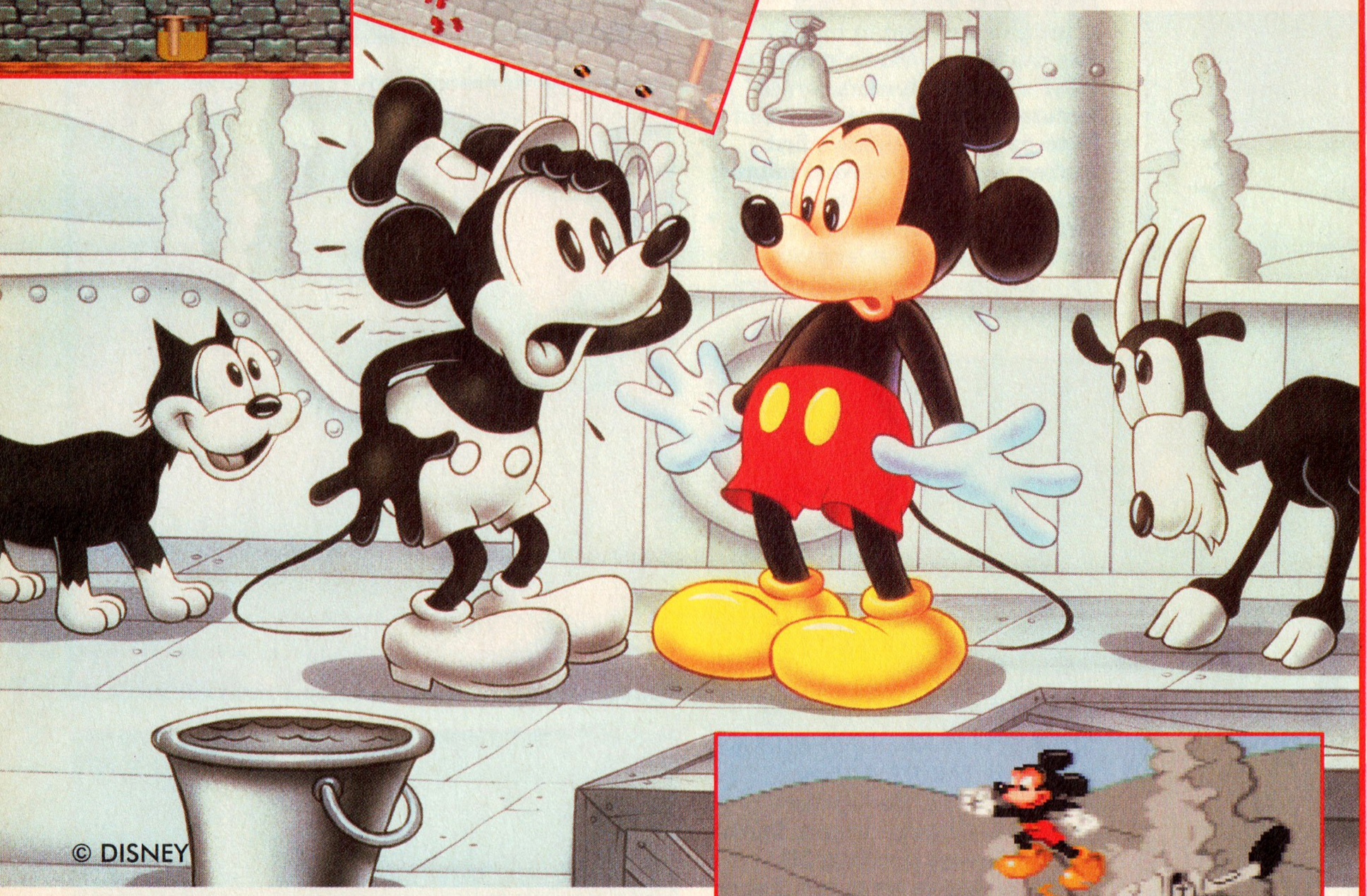
No prizes for guessing that this is a Disney rendition of the Jack and the Beanstalk fairy tale. However, in a parallel dimension explored in this 1947 movie, it's Mickey who gets to climb the beanstalk, fight his way through the giant's garden, break into his home and finally meet his gargantuan arch enemy...











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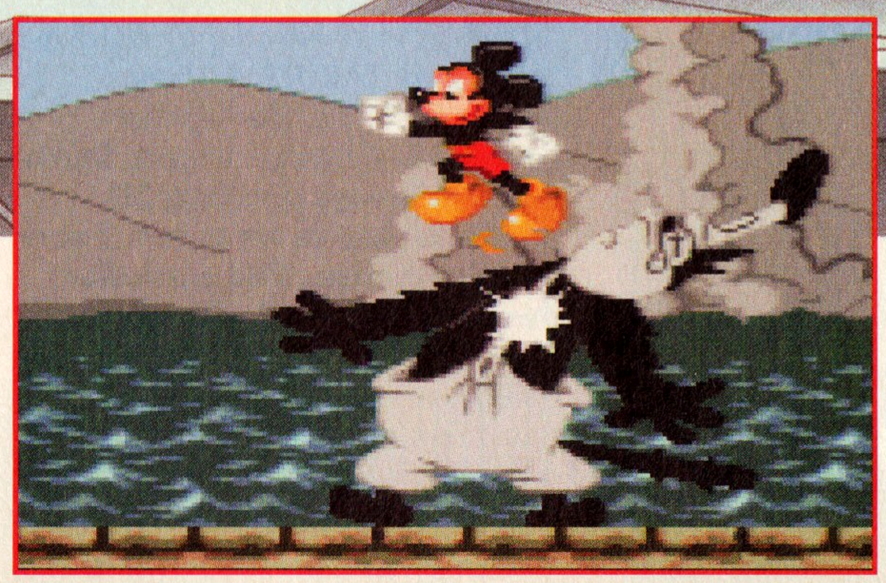
THE PRINCE AND THE PAUPER

Skipping out over 40 years of Mickey history, our heroic rodent arrives in 1990 to indulge himself in his mediaeval level. Coming full circle, Mickey does battle with a more contemporary version of Pegleg Pete - the jolly large fellow he first did battle with 62 years ago...



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 92

▲ Superb. Some awesome sprites and animation, plenty of stunning special effects and hodloads of topping backdrops.

SOUND — 85

▲A range of nice Mickey samples and appropriate music back the action during Mickey's quest.

PLAYABILITY — 86

▲ The game is fun to play and packed with variety, which always helps...

▼ ... But there's little in the game that's new to experienced gamers and the pace is a little too sedate.

LASTABILITY — 83

▲ There's a couple of difficulty levels and a fair few difficult bits to conquer... and a secret level to find as well.

▼ But seven different levels isn't quite enough when you're forking out this much for a game.

OVERALL — 85

Graphically superb and nice to play, Mickey Mania is a bit lacking in the excitement and lastability stakes. Still worth investigation, though.

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Sound the alarm! Set loose the rottweilers! Break out the guns and ammo, and fer gawds sake someone put the kettle on! Tim Boone has escaped his high-security letter-answering cell here at the NMS Gulag. Just how he slipped out remains a mystery - all we found was this month's Q&A typed out on some old bog roll and a small wet patch beneath his stool! Well there's only one thing for it - We'll have to capture Andy and Paul and apply cattle prods to their nether regions until they yield instead. So, if you have any questions of any nature - whether they be mechanical, medical, emotional or, heaven forbid, regarding anything Nintendo - send em in pronto to ALL NEW CREW-AND-A Q&A, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU

MONKEY BUSINESS

Q Dear Tim
Could you please answer these questions:
1. How much will Donkey Kong Country cost? I want to get it for Christmas.
2. Will there be a Mario World 2?
3. In which order should I get these games Donkey Kong Country, Super Empire Strikes Back, Cool Spot, Tiny Toons?
4. Is the Super Scope worth getting and what games are best for it?
5. Do you think Clayfighter is easy? My brother completed it in one hour.
6. Which is better - Micro Machines, F Zero, Stunt Race FX or Super Mario Kart?
Simon, St. Albans

A ***TIM:1. No price has been fixed yet, but it should come in under £50. 2. If a leaf falls in a forest and no-one is there to hear it, does it make a noise? 3. Donkey Kong Country, Tiny Toons, Cool Spot and Super Empire. 4. Not really, they're all a bit cack at the moment although Tinstar looks good. 5. It's supposed to be a two-player game. What's he want - a medal? 6. All four of them are completely brilliant.***

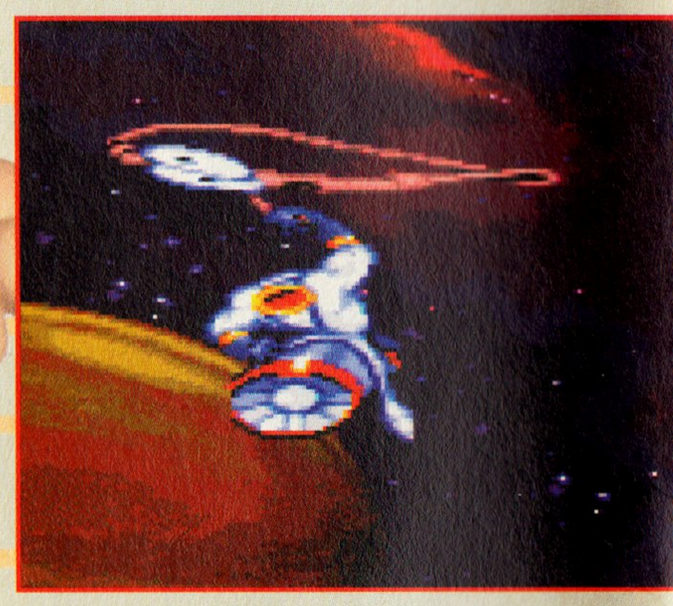
CYBER CHIMP

Q Dear Tim
I've got some questions I hope you can answer.
1. What's the key to making such a brill mag?
2. I've got NBA Jam and FIFA, is it worth investing in a Super Multitap?
3. Is there any chance of Star Control being released on the Super NES?
4. Will Theme Park be released on the Super NES?
5. Is there any chance of a Blade Runner-type game on the Super NES? A BR style of adventure would be bliss!
6. Will there be another Zelda game for the Super NES? The first one was a classic which I played non-stop until I was finished.
7. I bought PGA Tour for £35. Should I change it for Rock 'n' Roll Racing which is the same price?
Phillip Indge, Abergavenny

A ***TIM:1. being nice to your parents. 2. Blimey yes - but only if you have three or four other mates to play with. 3. Not that I know of. 4. See this issue for more details. 5. You could do worse than try Shadowrun - that's kind of Cyberpunkish. 6. What is the sound of one hand clapping? 7. It entirely depends on whether you prefer golf to racing. Personally I would go for RNR Racing of the two, or save up for Stunt Race FX.***

RENDERED CONSCIOUS

Q Dear Tim
Please answer my questions.
1. Will all of the Ultra 64 games be digitised sprites, 3-D graphics, rendered images etc, or will any of the games have a more cartoon look, like Dark Stalkers and the Street Fighter series?
2. If so does this mean we will never see games like Dark Stalkers on the Ultra 64?
3. Is Batman: The Animated Series any good?
4. What order would you put the following - MK2, Stunt Race FX, DK Country, Batman: Animated Series, Sparkster, Earthworm Jim and Return Of The Jedi?
Gary Sheehan, Waterford, Ireland



A ***TIM:1. The Ultra 64 is so versatile it can do whatever the chuff it wants. 2. Who knows and who's to say that it won't appear on the Super NES - it's certainly capable enough. 3. It's great. 4. They're all to smart to separate sufficiently - make your own mind up.***

KRUSTY CHAP

Q Dear Tim
Please answer my answer my questions.
1. How much will

Nintendo VR cost?
2. When will the charts and Nindex be back?
3. Are there any cheats for World Cup USA on the Game Boy?
4. In some magazines it says on Krusty's Fun House if you leave one space and write JOSHUA and leave another space you get a level select. I did this cheat and nothing happened. Can you tell me what I did wrong?
Stephen Hill, Stapleford, Nottingham

A ***TIM:1. Good question. It's all gone very quiet on the Nintendo VR front lately although sources at Nintendo have recently confirmed they still intend to go ahead with it at a price of around £150. They reckon it'll be released early next year. We are, however, a bit sceptical. 2. Just as soon as this veritable flood of great software eases up. 3. Not that I know of. 4. You did two things wrong - you bought "other" magazines and you tried to cheat, and cheats never prosper.***

GARY COOL?!?

Q Dear Tim
Please answer my questions because they're driving me crazy.
1. How much is Shadowrun?
2. Is it worth getting?
3. When is Cannon Fodder coming out on the Super NES?

4. When is Samurai Shodown coming out?
5. What new Super NES game should I buy?
6. Why is Gary Harrod cool?
7. Where has Tim Boone gone?
8. My sister is a Take That fan! What should I do to save me from her inane drivelling about the sad gits?
9. Does anyone in the office like Ice T?
Stu Hennigan, Skipton

A ***TIM:1. The same price as it says on the sticky label on the game. 2. Absolutely if you are an RPG fan. 3. Early next year. 4. As soon as its had its tea. 5. have patience and wait for Donkey Kong Country or take your pick form any of the fine games reviewed this very issue. 6. He isn't, he is slightly temperate. 7. Good question. Well once I went to Benidorm, I've done a couple of Greek Islands. Hmm, I've gone to a lot of places in fact. 8. become a Kylie Minogue fan. 9. We all find it most refreshing, especially the Snapple Raspberry flavour.***

HO HO HO

Q Dear Tim
I'm five years younger than my brother and he lives in a University house and has nicked my Super NES and Game Boy with very expensive stuff with them and my mum and dad don't care. What shall I do?
R. Kowdenski, Birmingham

A ***TIM:If I were you I'd find myself a corner to sit in and have a good sob!***

MEGADULL X

Q Dear Tim
Please answer these questions.
1. What should I save up for, Power Rangers or Final Fight 2?
2. Where is the fireball attack on Megaman X?
3. Are smoke, Jade and Saibot Noob on the Super NES version of MKII?
4. Apart from SFII what beat 'em ups do you recommend?

1. With the Ultra 64 being released as a home format next year, will the Super NES go the same way as the NES?
2. Are Konami and Capcom making games for the Ultra 64?
3. Is there any set release for Secret Of Mana and Illusion Of Gaia?
Stuart Sharp, Kidsgrove, Stoke On Trent

A ***TIM:1. When you consider that they've only just learned how top produce rendered graphics on the Super NES, I'd say that there is a very bright future for the Super NES. 2. You bet. 3. Mana'll be out before Xmas and is fab, dunno about Gaia though.***

OH DEAR...

Q Dear Tim
Please answer my questions as I have written before but it hasn't been shown.
1. Is it true that there is Nigel Mansell game for the NES?
2. Why can't I find it in the shops?
3. Why is the NES being put in the dark? There are still plenty of NES users.
4. What other driving games are there for the NES?
S. Heward, Bradford, W. Yorks

A ***TIM:1. Yep. 2. It's cack and not worthy of shelf space. 3. Because software houses have pretty much abandoned it as a games platform, preferring to concentrate on bigger, better machines. Sad but true. 4. Most are a bit poor, but RC Pro-Am II is good.***

BIRTHDAY BOY

Q Dear Tim,
Please answer me.
1. I have a choice for my birthday. I can either have Zombies, Flashback, Jurassic Park or NBA Jam. What order would you put them in?
2. This lad at school says he has NBA Jam 2. Is this true?
3. I sent in a cheat for Zelda. Why hasn't it been shown in NMS?
4. Is Flashback for Super NES much different from other versions?
That's all for now. Thanks.
Forgot Hisname

A **TIM: 1. NBA Jam, Zombies, Flashback, Jurassic Park.**
2. he's lying.
3. It was crap
4. Nope, it's great.

SEAL'S MAILBAG®

It was a dark, dark night. In the dark, dark woods there was a dark, dark house. In the dark, dark house their was a dark, dark kitchen. In the dark, dark kitchen there was a dark, dark fridge. In the dark, dark fridge there was a dark, dark mixing bowl. In the dark, dark mixing bowl there was a dark, dark mass of writhing bloody corpses. Into the dark, dark fridge leant a strange golden creature. Yep! It's feeding time at the Seal household again, and today's lunch is the festering cadavers of all readers unlucky enough to have their letters printed this month, all coated in a delicious sauce made up of those who mentioned the SF2 word. If you want to avoid ending up in Seal's next tossed salad don't send your letters in to READERS AU GRATIN WITH FAVA BEANS AND A NICE LITTLE CHIANTI, SEALS MAILBAG, NMS, Priory Court, 30-32 Farringdon lane, London, EC1R 3AU

SPOONS

Dear SEAL

This is another letter of complaint - throw it away if you will. Why does everyone pick on Paul? Since he appeared on Games Master he has got nothing but abuse from people. I can just picture the gits now - overweight little toerags who do nothing but vegetate in front of the TV and only get up to go to the loo. And another thing: To whoever writes in to complain about not having Kirby statues and Kirby as Prime Minister please SHUT UP! It really is geting tiresome. It really is honestly. Oh, and kids do you really have to rip someone's spine out to enjoy a game, eh?

Alan Berrgin, Kildare, Ireland

(ABOVE) *Pete reckons this is the best piece we've had all month. So well done David Hughes (age 9).*

SEAL:Who are you calling an overweight toerag? Okay so I've been putting a few too many mackerel away recently but I've not been well and that's no reason to get personal all of a sudden anyway. As for Kirby statues - chuff them! What about Seal statues? I don't get folks writing in to John Major on my behalf, oh no! And as for that Paul Davies and Kirby!! Woop! Wwooop! Flerb...

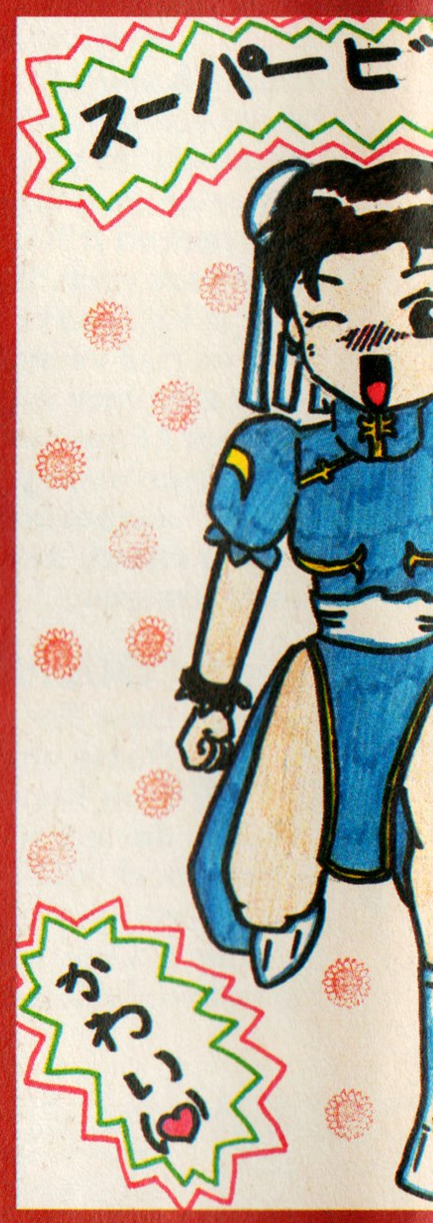
QUILT

Dear SEAL

Hello, it's Dillon again! Yep-in-deedy-do, I'm baaaaack! Enough of this banter, on tae work. Video game censorship, what a crap idea. It is completely and utterly pointless. It would be better if the people who actually played consoles and the like actually decided to censor games, not retarded buffoons who have more brain cells than sense (and that's me being polite) who make Mother Theresa look like a super model. Aaand I wish upon a starrr... sorry, ahem, I wish that the media would get of the console market's back, saying that it rots your brain, makes you addicted and stuff like that. Thankyou

Dillon, Gloucester

SEAL:It's funny that you mention censorship, you see we here at NMS have been thinking of starting up our own censorship system - for appalling readers letters. It works like this: Letters that are fit for viewing for anyone will be classified "I" for insipid, whilst those containing a high level of swearing, bad language and other racy references will be classed as "O" for ooerr missus, whereas dull, smug and totally unfunny efforts will be classified as "L O F C", make of that what you will but get used to this classification - it was invented just for you. Goodbye.



(ABOVE) *We love this one! It's from Gemma Cuthbert in Harrow. Where did you get the paper? Can we have some?*

TEA-COSY

Dear SEAL

Your mag is brill! I have read other mags, but none lives up to your standards. I think some people are violent through graphic fight scenes on video games. It gives them a feeling of power and makes them want to se it in real life. As soon as they do they want more. This begins to control them and gets worse and worse. I think this is how people are found in the streets, half dead in a pool of gore. can anything be done about this?

Natasha Rowland, Digswell, Herts

SEAL:Yes, isn't it terrible all this violence in video games. Something really should be done about it! I for one am totally fed up to the back flippers of constantly tripping over in pools of gore. You know I was saying this to my sister, Cynthia, just the other day as we were making our way to the post office to collect our mack-

erel tokens. Yes, that's right, we were going to go up west afterwards. Well, there are some great bargains in the sales at the moment. two hake for a pound! I mean if that's not great value then you tell me what is. Chunder..Mumble..Has he gone yet?

STAIR ROD

Dear SEAL

After reading the news about Super SF2 being withheld from the UK market, I can only say that I am stupified. I know that I stand for a large percentage of "serious" gamers when I say that Nintendo's decision is a tragedy. You stated that the main reson for it it being witheld was the relatively small sales of SF Turbo. I feel this was because of the relatively small differences between Turbo and SF2. However there are a great many differences between Turbo and Super. This could mean that all those who have the original but not Turbo would have a good reason to buy Super. I feel that with proper promotion and advertising Super could achieve the required sales. A price of £70 is certainly not too much for the public to spend on such a great game. Just look at the sales of Virtua Racing to confirm that. When I spoke to the owner of a games shop that deals mainly in imo-ports, he told me that Super was selling extremely well at the extortionate price of £90! Obviously his customers are only a small section of the games playing public but it goes to show that if a game is good enough, it can sometimes warrant its price.

If everyone who wants Super released offi-cially would pester Nintendo or even get together petitions, the Big N would have to take notice. The NMS crew could even ask them to conduct surveys on a small percent-age of the games-buying public to see what the general feeling is. Another way to test opinion would be to bring it out as a limited edition. Sadly, for now, importers can look forward to a lucrative summer. I know that there are people who cannot understand the Streetfighter phenomenon. All I can say is that I hope they are cured soon!

Michael Neligan, Croydon, Surrey

SEAL:Son, you need a little more sunshine in your life - can't you see where all this is leading? Within a few years you'll be writing letters to your local paper and signing them "angry of Croydon". Just in case there is a lonely sole out there who hasn't yet heard the oh-so-great news, Super SF2 is going to get an official UK release around easter time 1995 and there are fresh rumours of yet another upgrade - yes, Super SF2 Turbo. Yawnerama!

(ABOVE) *All the way from Holland this one! Cool! Kwung Yu Ho is the artist or, as he would have it, "Animate and Designer." Doesn't move much...*

CARPET

Dear SEAL

I'll tell you this now - the way video games are being put down by sad people. Perhaps if computers and games were taken off the market they would all be happy to see kids dossing on the streets and going into a life of crime and kick-ing the living crap out of each other instead of doing the same in their heads and on the tv screen at a game of Mortal Kombat or SF2. Next we will be hearing that stamp colecting is bad for your health. I certainly agree with Freddie D'Alquen on that young kids will just get par-ents to buy the game for them.

Steven Hogarty, Dublin, Rep Ireland.

SEAL:Oh, I forgot to mention two other classifications U for unintelligible and M for Moronic. Are we really to believe that a tidal wave of teeny violence will engulf the nation if kids can't get hold of MKII?

CHAT FOOD

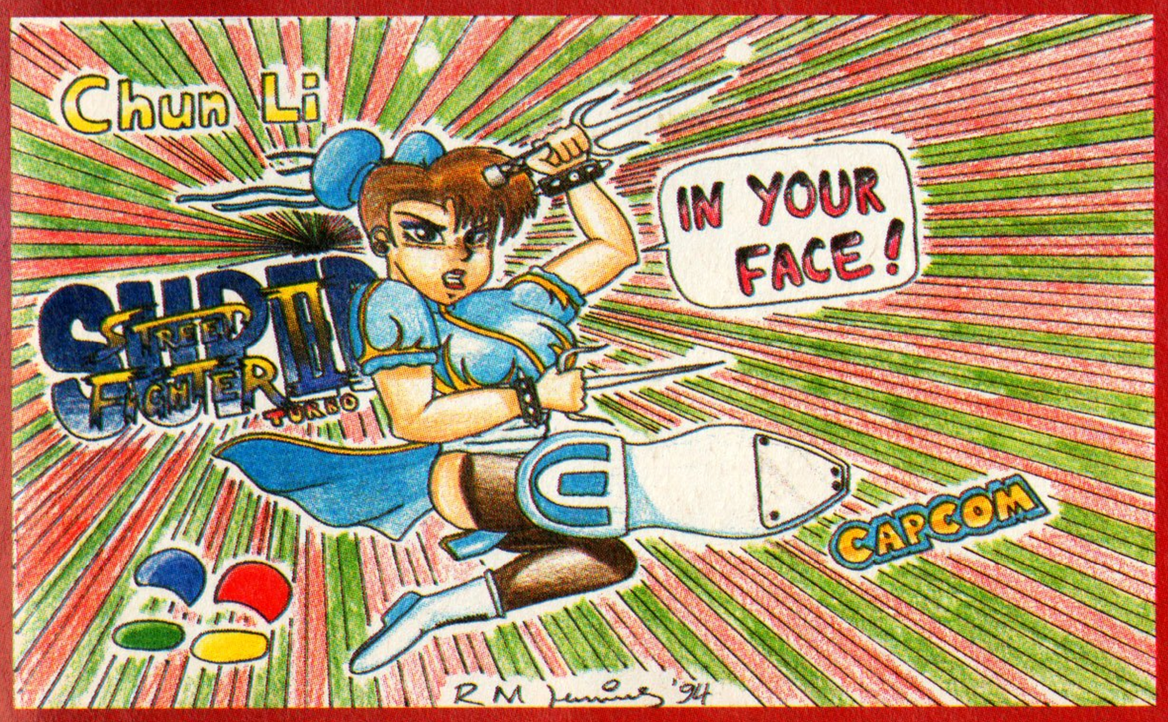
Cher poisson

Une sourise mangé les pantelons, c'est trop facile. J'aime beaucoup a lutter avec les raquins, fromage!!! Le garcon du chocolat a danse sur la rouge charrue. Nous jettons les oranges a l'arbitre. Il me semble que vous soyez gros et vous etes un salle pede. Au revoir Cochon

Big Claude et Nancy Dupont.

SEAL:Mes amis. Vous et avec une grande citron sur un arbre pour les mains. Et aussi les trop vitesse cheval fait un port-manteau qui appele Jean Francois. Oui c'est vrai que j'aime beaucoup le music de pop. Au reservoir les chiens. Boggé offé.

(BELOW) *A bit of a saucy pic of Chun Li here from Rob Jenkins of South Wales. Life must be pretty lonely for you out there Rob. Did you model the other one on your mum? Oo-er!*



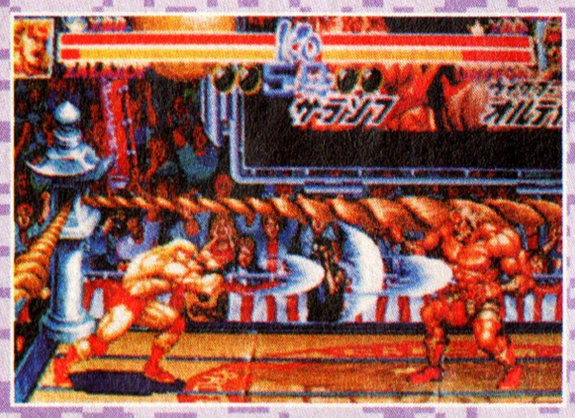
(ABOVE) *Steven Bagley's inspired work of Samus Aran, making raspberries with her arm pit. Fft! Fft!*

GARY'S GOSSIP

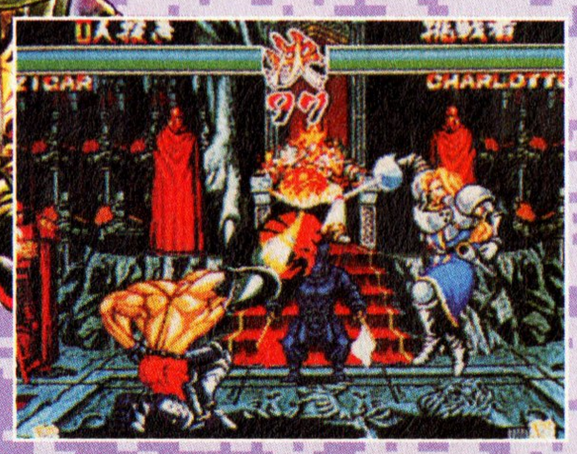
YO! RESPECT RIGHT! I GOT TWO WORDS FOR YA RIGHT. LATEST AND GAMES, RIGHT! OH YEAH, TWO MORE WORDS FOR YA RIGHT. EXCLUSIVE, CONSOLE AND NEWS RIGHT. UH, IS THAT TWO OR...UH. LATERS RIGHT, LATERS.

CAPCOM ARE SLAMMIN'!

Those sly chaps at Capcom are all set to unleash those walking danger-zones - the Slam Masters - on the unsuspecting public for a third time when they release Ring of Destruction next month. The new game sees the return of the original 10 wrestlers and four new characters all competing for the title of Master of Slam Masters! The new guys Victor Ortega, Rip Saber, Wraith and the Black Widow are armed with killer moves like the Max Back Breaker and the Trench Bomb and they look awesome! Smart new graphics, hundreds of special moves, combo attacks and raging finish moves are just a few of the things that look set to make this the next big fighting sensation.



THESE CHARACTERS AREN'T JUST DANGEROUS THEY'RE FULL-BLOWN MAYHEM WAITING TO HAPPEN!



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DARKSTALKERS COME TO TOWN

Been playing Darkstalkers recently? Reckon you're pretty good and would fare well in a top level competition? Reckon you'd better get down to the first Official Darkstalkers Tournament which is being held at a top London venue on the 23rd October. It's free to enter and all the games are free as well! Top players from across the country will be taking part so make sure you get plenty of practice before you arrive or you'll get a severe dusting! Besides the usual prizes the top ten winners will automatically enter the Capcom Hall of Fame and their names and mugshots will be displayed for all to see! The venue is at 65 Oxford St in London and the event starts at 12.00 pm and finishes at 8.00 pm. Don't delay, practice Darkstalkers today!

TALL ORDER

Everyone at the NMS offices (except me) is driving mad at the moment what with Power Drive and Street Racer glued into the Super NES. Visco have obviously caught on and are all set to cash in on the current car craze by launching a game based on the World Rally Championships. Drift Out '94 features eight competing rally cars which are identical in name and team colours to real-life auto teams! Companies such as Ford and Toyota helped in the development of the game so expect some pretty realistic handling and racing thrills across nine stages throughout Europe. Rally-tastic mates!

FIGHTING GAME FRENZY!

SNK have gone fighting mad, unveiling six new combat games at the show. The main emphasis was squarely on the stunning Samurai Shodown 2 and the kickin' King of Fighters '94. Both games are blinding and expect more details on these Street Fighter killers in the forthcoming Battle Book II. What I can show for now is exclusive piccies of the four new fencing funsters, Genjuro, Nicotine, Cham Cham and Neinhalt Sieger.

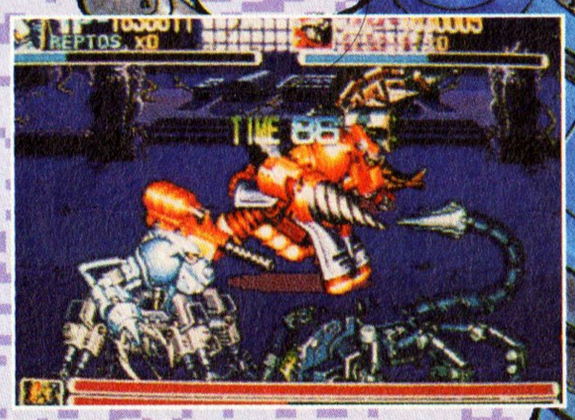
The other games on show have been developed for SNK by third party firms such as Technos and Sunsoft. They were Double Dragon, Galaxy Fight, Crystal Legacy and Fighting God. The characters in Fighting God were designed by Studio G, the company responsible for animating the Fatal Fury manga.

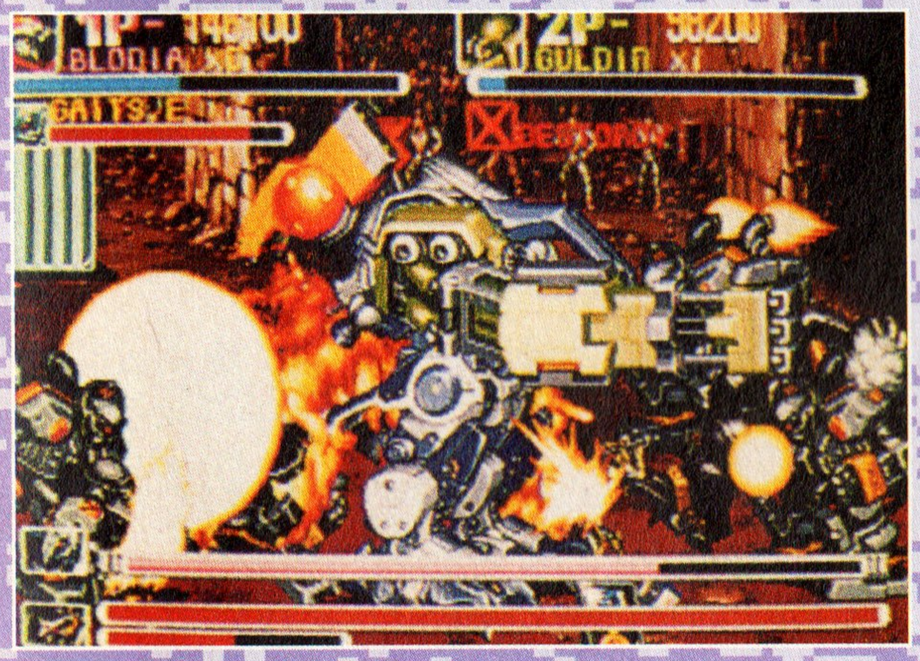
(ABOVE) The new faces are really smart and come armed with more special moves than dreamt possible! Just look at the pics for Shig's sake!

THE LATEST NEWS FRO

STEPPING UP A GEAR!

If Slam Masters II wasn't enough then prepare your pants for Capcom's new three-player robot fighting game titled Armoured Warriors. The player takes control of a huge robot and with two chums you must then scrap against Azrael and his mechanised forces! During the battle you can collect parts and weapons from the defeated enemies and incorporate them onto your own robot. This allows for over 100 combinations of arm and body components that will keep players construction happy for yonks, but the best feature of the game has to be the transformation of all three players into one huge mega-robot that fills over half the screen! Sounds cool and it is so what are you waiting for!





(ABOVE) Three players have now joined together to form the ultimate mech and each player operates a specific part. This game provides destruction on a massive scale!

LONG LIVE KART

Super Mario Kart still reigns supreme in my book and those bods over at Banpresto obviously agree with me because they are about to release a Mario Kart novelty game which uses little model karts racing round a track. Players select which kart they reckon will win and then sit back and watch them go! Should your kart cross the finish line first you win a Mario Kart toy. Hurrah!

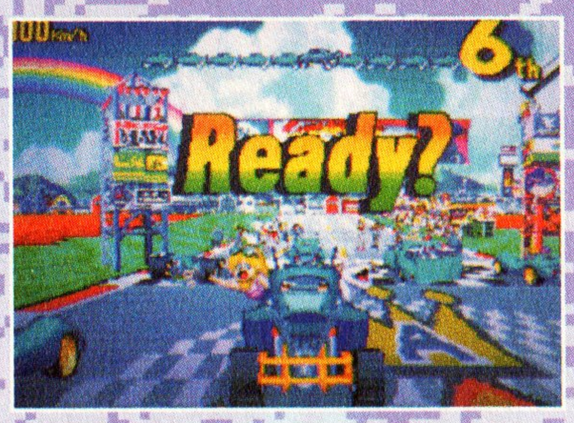
NAMCO IS ACE!

Actually Ace Driver is by Namco and it's ace! High speed racing thrills that combine the graphics of Ridge Racer with the racing action of Driver's Eyes. It is one fast game and if you're playing in the deluxe four-player sit-down version, expect plenty of seat pivoting malarky. Other Namco highlights include Attack of the Zolgear, the sequel the huge six player Galaxian 3.

KNUCKLING IN!

Taito were a major presence at the AM show with loads of new products, most of them being compatible with Taito's new F3 system, the industry's first 32-bit CPU. Taito's major releases were Kaiser Knuckle, a one-on-one fighting game featuring nine hard martial arts champions, and Chase Bomber, the awesomely addictive 8-player racing battle game. Chase Bomber can best be described as Mario Kart meets Ridge Racer and looks like a right laugh!

Most of Taito's other products were sequels. The best of the bunch was Darius Gaiden, a horizontal shoot 'em up which sees the return of the Silver Hawk, a fighter plane that comes equipped with the ultimate weapon, the "Black Hole Bomber"! The game has some very detailed graphics but the gameplay is too similar to previous Darius games to make it anything special. Other Taito releases include Operation Wolf 3, Hat Trick Hero '95, Space Invaders DX (it's true!) and Bubble Symphony.



(ABOVE) A delightful selection of Taito's top titles that are from the left, Kaiser Knuckle, Chase Bomber and Darius Gaiden.

(ABOVE) Space construction has awakened the alien Zolgear! Gulp!

M THE 32nd AM SHOW!

GARY'S GOSSIP

AM ACTION

Six of the Japans Amusement Machinery Manufacturers Association's leading figures were present to open the AM show. All exhibitors present made a big effort to fill the arena which was the biggest ever in the show's history. Capcom, especially, had gone to great lengths to construct a giant Wrestling Ring enclosure to promote their latest Muscle Bomber game - Ring of Destruction.

HUDSON NOT SO SOFT

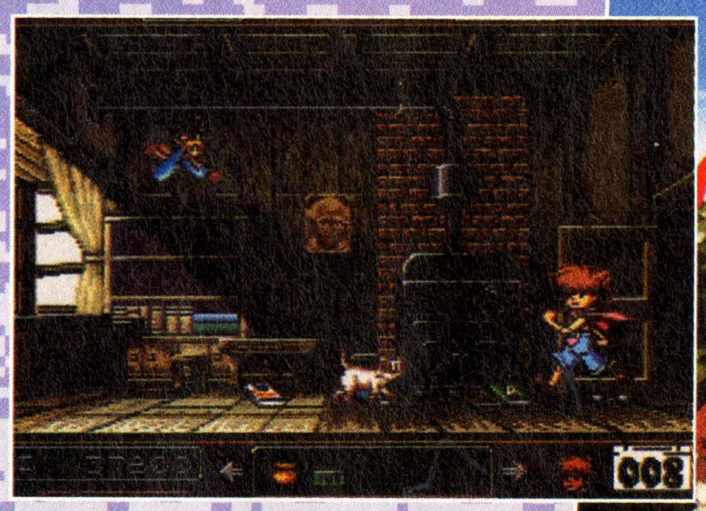
It's still along way off, but Hudson Soft's promising 'Hagane' title for the Super Famicom definitely deserves a mention. Set for release in Japan towards the end of November, it's basically a scrolling beat 'em up except the central character is a robot Samurai whose supernatural special powers are a wonder to behold. He's also confronted by the kind of boss sprites that occupy entire screens. Most remarkable is the level of detail Hudson have attained. Can't wait to get this one in!

PULL ON THIS!

With Secret of Mana finally released in this country, all eyes are once again focused on Japan where Squaresoft are putting the finishing touches to a new RPG - Chrono Trigger. It appears the quality of this latest title surpasses even the extraordinarily high standards set by Mana, with graphics that appear to have been painted rather than created by pixels. We've only seen pictures up 'till now, so no-one knows what to expect from the sound but it's guaranteed to be quality. Watch this space for more info.

MORE PROJECT J

The Japanese division of Enix are another company worth watching. It is Enix who wrote the original 'Actraiser' for the Super NES and they are also responsible for the beautiful 'Illusion of Gaia', due for release through Nintendo sometime next year. 'Wonder Project J' is their latest adventure-based title, and it centres around the exploits of a puppet made in the image of a boy. Sort of like Pinocchio. The game adopts a platform style but is interspersed with an occasional puzzle for 'J' and player to decipher. Another element requiring some thought is the power supplying each part of J's body - he can't look after himself you know. As you might guess, Wonder Project J has all the makings of fantastic game.



GROPING GODZILLA

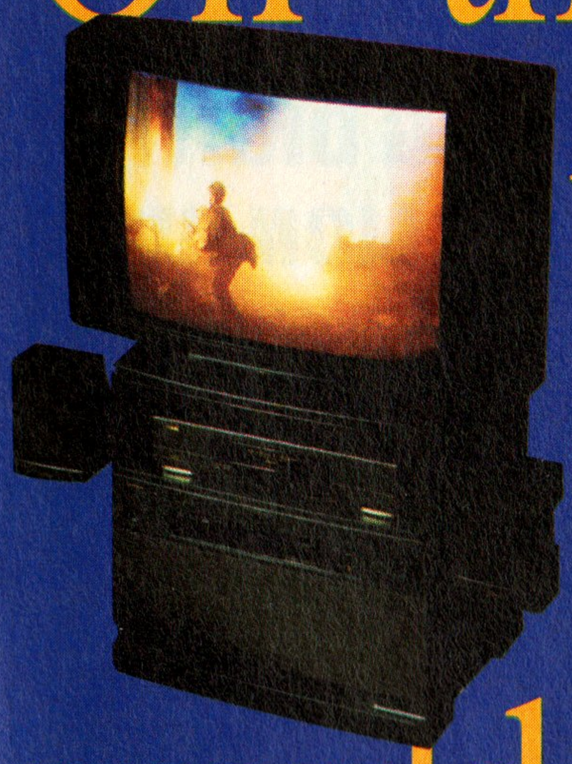
It's Godzilla's 40th Anniversary and the Japanese are going monster mental! As if to assert the old 'Life Begins at 40' adage, Tokyo is celebrating by holding the biggest exhibition of latex lizardry imaginable. Well, perhaps not so huge but an entire building is sectioned off into nine dedicated dino zones, four of which allow visitors to experience true Godzilla action first hand. To certify they've seen them all visitors receive a special stamp in their tour program. There's even people handing out Godzilla postcards on the street. Finally, as you might expect, there's a new Super Famicom game planned to coincide with the event.

FAMILY TETRIS

Finally fact finders, there's a new Tetris game out soon in Japan and - shock - it's different. Okay I lied, and it is, in fact, just the same old thing. However the appearance of a four-player 'family' option makes Tetris 3 something well worth seeking out when it's released in December. In it, the screen is divided vertically into four, equal partitions with players aiming to survive the longest and rack up thousands of points - not forgetting a high IQ! Three other options included on the cart comprise of 'Magicaliss', the nature of which is unknown, 'Sparkliss' where showers of sparks rain down when a certain pattern is made, and 'Tetris Classic.'

UNTIL NEXT MONTH FACT FANS...
...UP YER KILT

On the lookout for the very best in home entertainment, but would like someone to give it a thorough going over?



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IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM

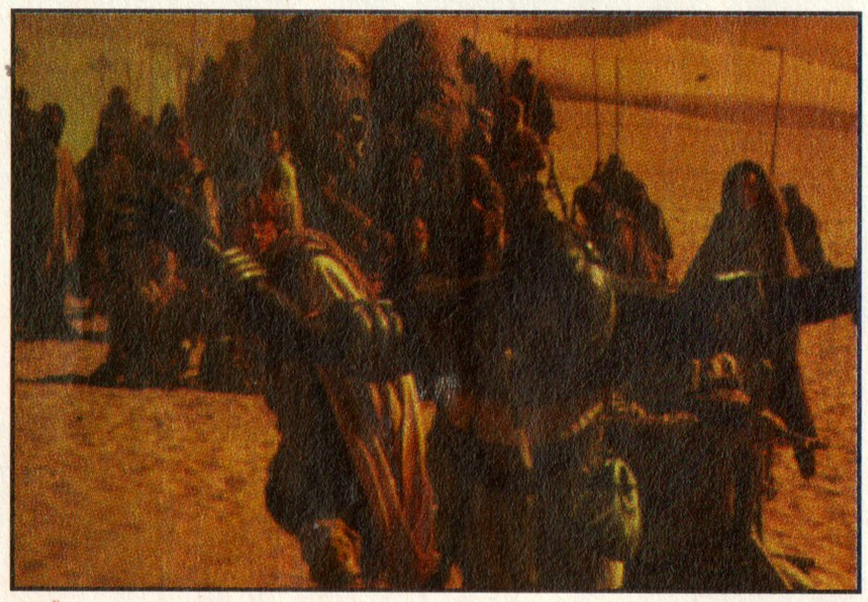
The best film Kurt Russell has ever starred in, we reckon, is 'The Thing'. It is a harrowing tale of a, err, 'thing' from another galaxy that possesses animal life and, well that's another story. Fact is, Kurt Russell seems set to go through a similar ordeal all over again and Acclaim are ready to capture his anguish in silicon...

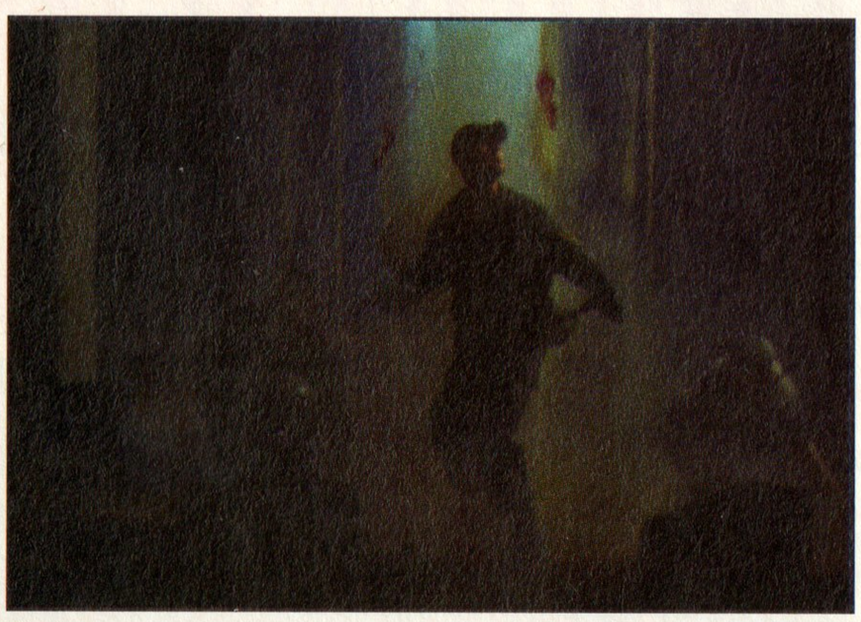
BASED ON THE NEW SCI-FI
FEATURING DIGITISED CHA
A $60 MILLION BUDGET M

STARG

OUTA HERE!

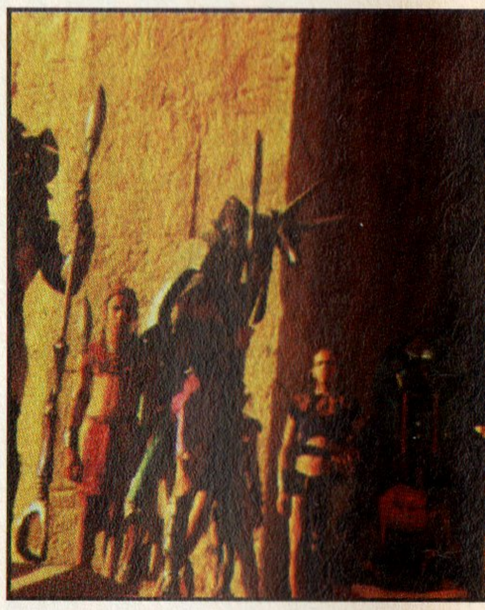
Kurt plays Colonel Jack O' Neil who, like most action heroes, is on a mission - only his is so secret even he's not sure what it is yet. However it has much to do with a set of stone tablets recently discovered near the Giza plateau, by the Great Pyramid. You know the one. Encrypted in complex hieroglyphics, only one person is capable of decoding the tablets' fantastic wealth of information and that is a child genius named Daniel Jackson. No sooner does O' Neil arrive on the scene than he is caught up in a magnificent adventure - one that takes him beyond the stars!

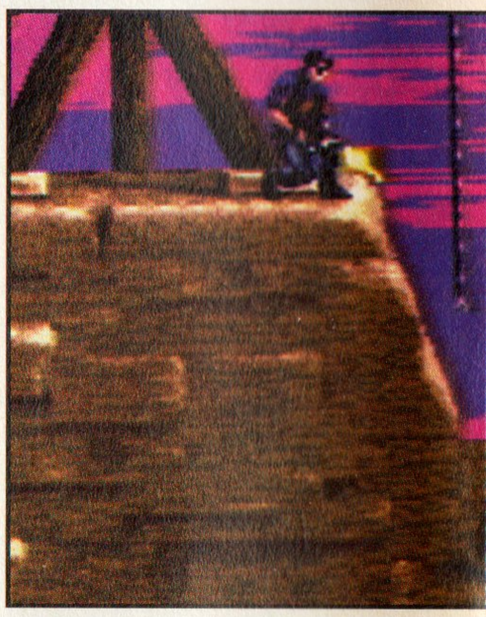




MORE TO THIS SMOOTHY

Despite having lost one of their best men to Shiny Entertainment, Probe are a development team that always come up trumps with their stupendous animation techniques. So they are the obvious choice for Acclaim in producing Star Gate. It is Probe who decided to feature Kurt Russell as the central character, on account of his having more guns to mess around with, and Probe who invented the basic structure of the game. The end result is an incredibly slick action-platformer which borrows quite heavily from LucasArts' stunning Star Wars games. There's even some Mode 7 sections included too.

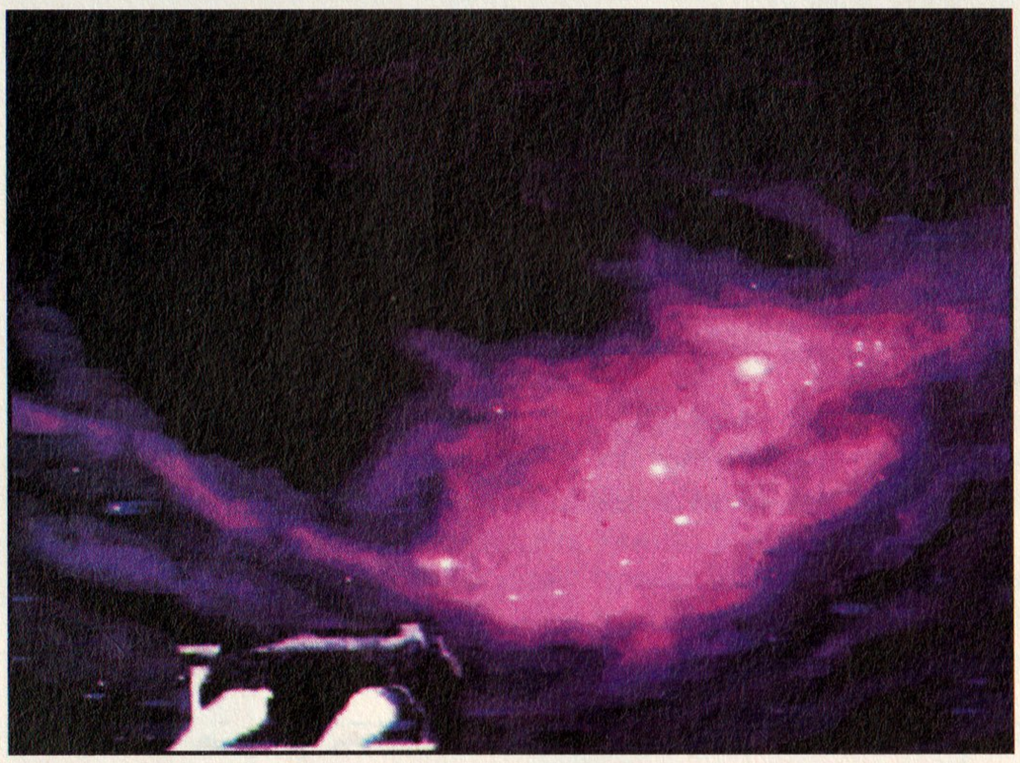


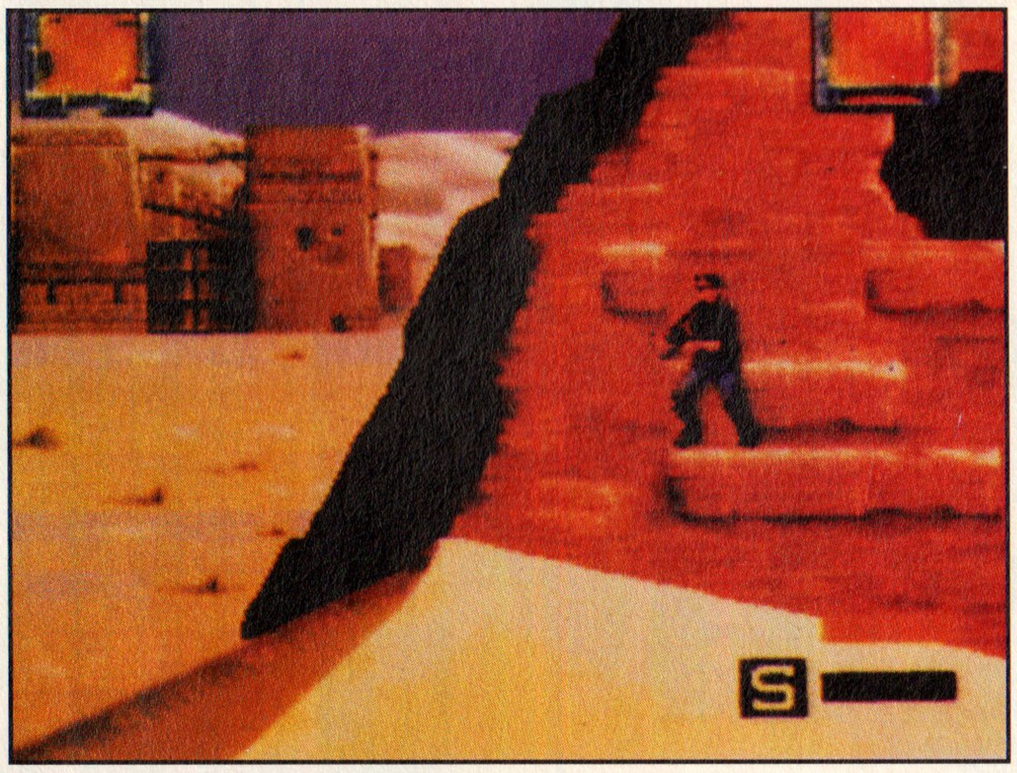


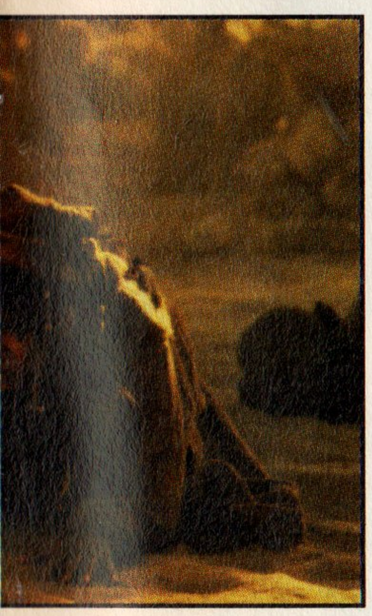
(ABOVE) *We're previewing the game next month, so we thought you'd like to see more of the movie.*

MOVIE STARRING KURT RUSSELL!
ARACTER ANIMATIONS OF THE STARS!
OVIE RECREATED ON A 16-MEG CART!

GATE







KNOW YOUR ENEMY

As all the underworld breaks loose when the Star Gate is opened, O'Neil is immediately challenged by disturbing Egyptian types who possess an uncanny talent for martial arts. The most common are King Ra's body guards, whose tomb the archeologists rifled for the tablets. Some of them are even adept at flying hang-gliders, so watch the skies!

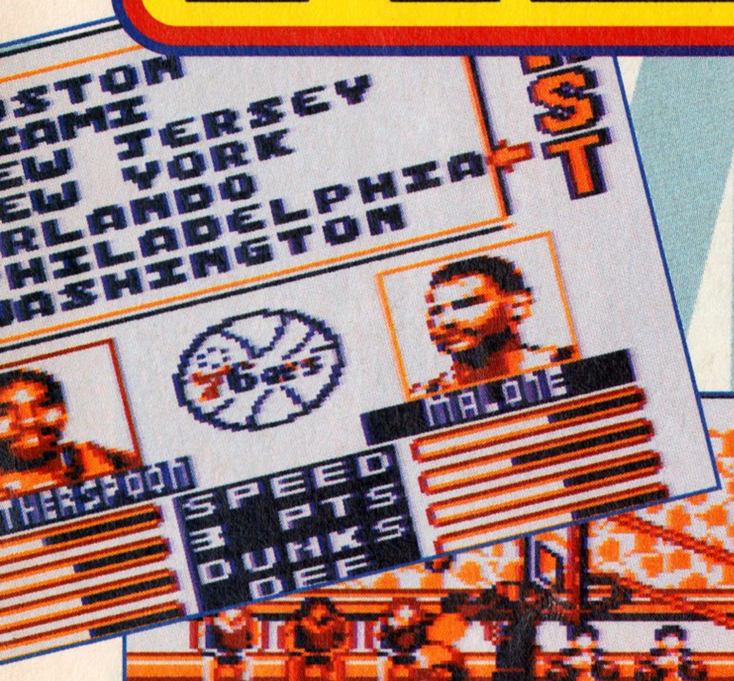
Both the Star Gate film and game are due for release sometime closer to Christmas. Brilliant! Can't wait!

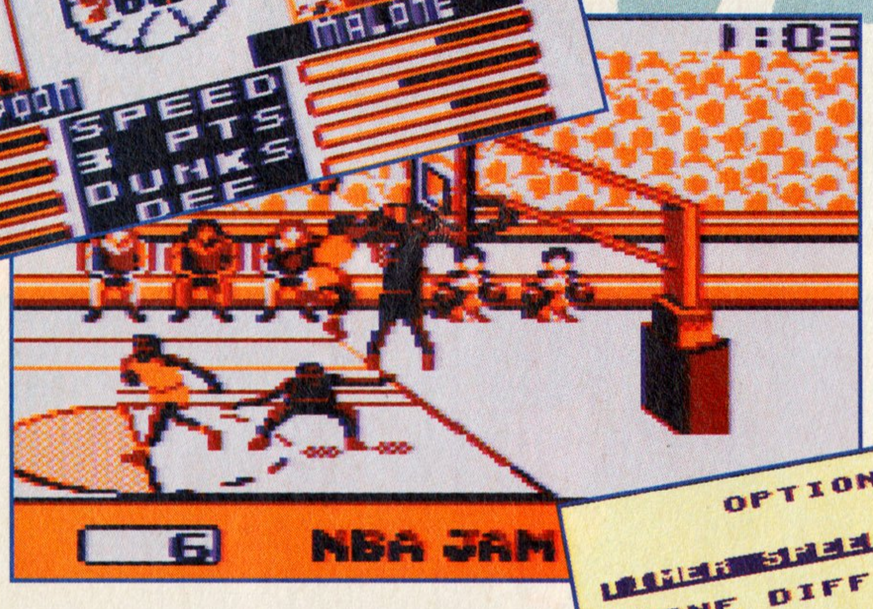
IN PROGRESS GAME BOY

All the dunks, all the character and all the features of the NBA Jam coin-op are promised when Acclaims conversion of this monster hit arrives on the Game Boy! Surely they jest!

NBA JAM

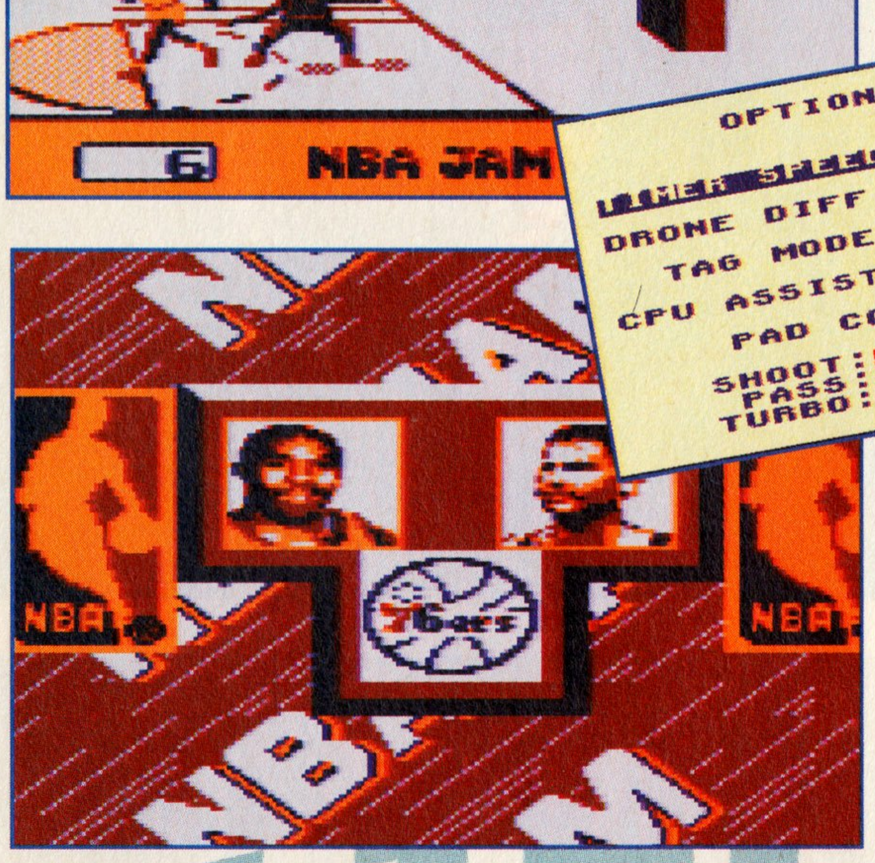
IT'S NBA JAM! ON THE GAME BOY! CAN YOU BELIEVE IT!

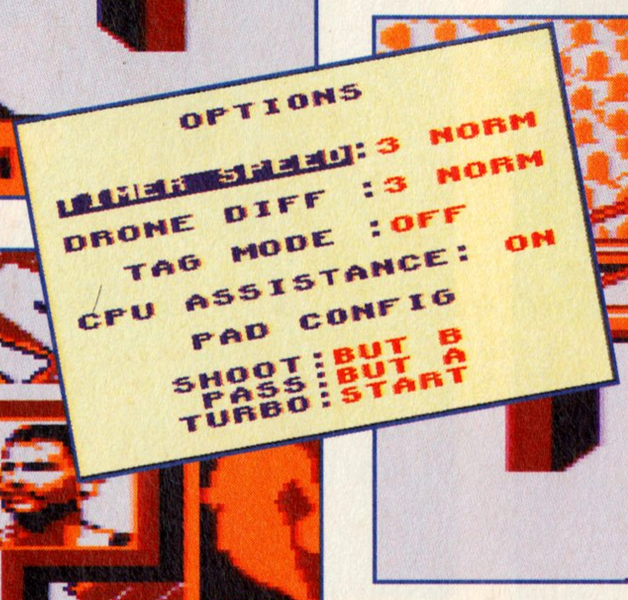


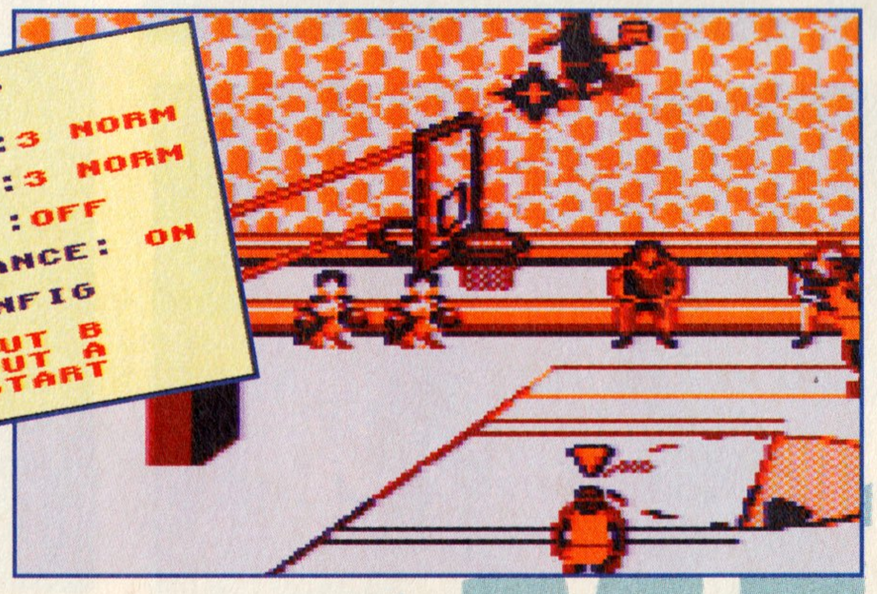


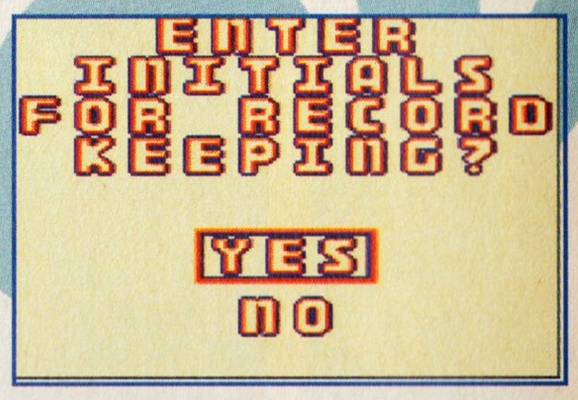
ON THE GREY TOP

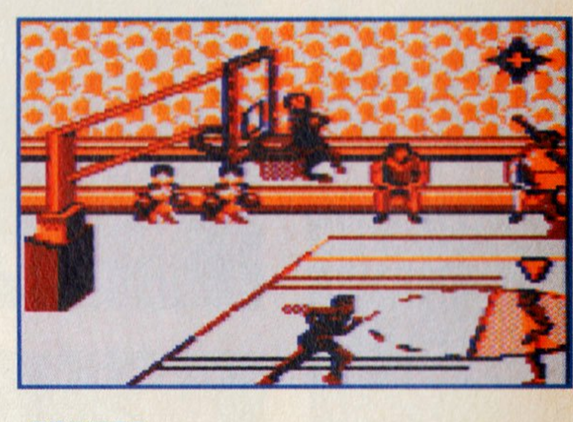
The most obvious feature of NBA Jam that might suffer in this hand-held format is the turbo boosted, super dunks. How are these possible with only two buttons to the Game Boy's name? Well Acclaim have done a very clever thing and assigned the START button to this purpose. And 'yes' the cameras flash as the balls are slammed home.









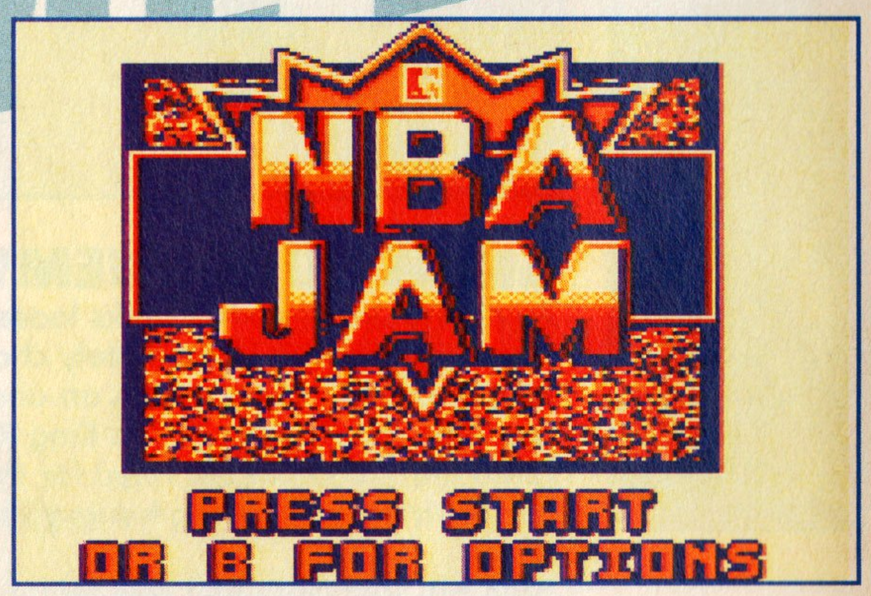


MATE!

Say good-bye to your partners though because, sadly, Game Boy NBA Jam is designed for one player only. Usually a game written for four players and cut back so drastically would lose most of its attraction, however, as we all know, NBA Jam is totally awesome in one-player mode anyway. So stop your moaning.

NMS IS COOL

We're so cool. Rest assured there won't be a next month's NMS without a review of NBA Jam on Game Boy.



SCRATCHED RECORDS?

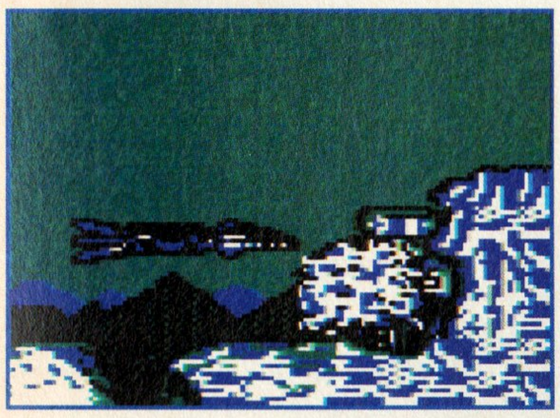
Cool! Players still get to input their initials and save their progress on this Game Boy cart's battery back up, so jamming through 27 matches of red hot basketball action doesn't go to waste. If you're king of the court, NBA Jam remembers.

ONTHEGAMEBOY

GAME BOY IN PROGRESS

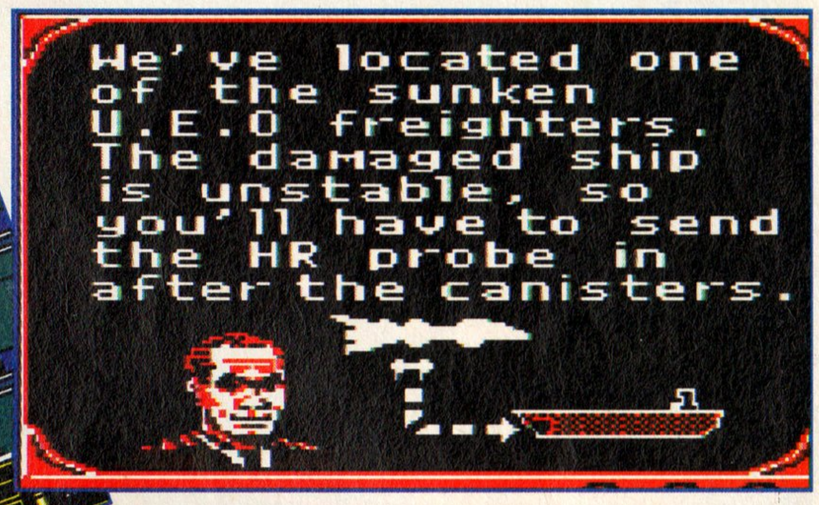
Things might get pretty scary in the future. Heck, the world might even become totally flooded by the year 2018, but so long as the 'seaQuest DSV' and her crew are at hand to make the waters safe to swim in, why worry! And while they're at it, they can do some nice exploring as well. What a life!

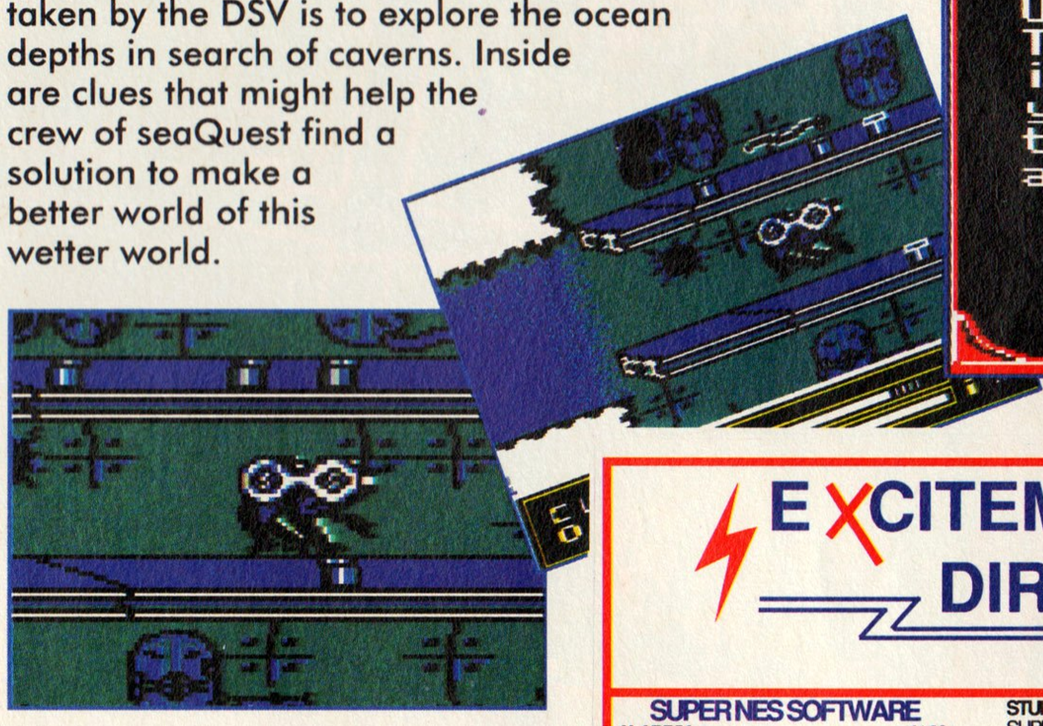
SeaQuest



MOTHER

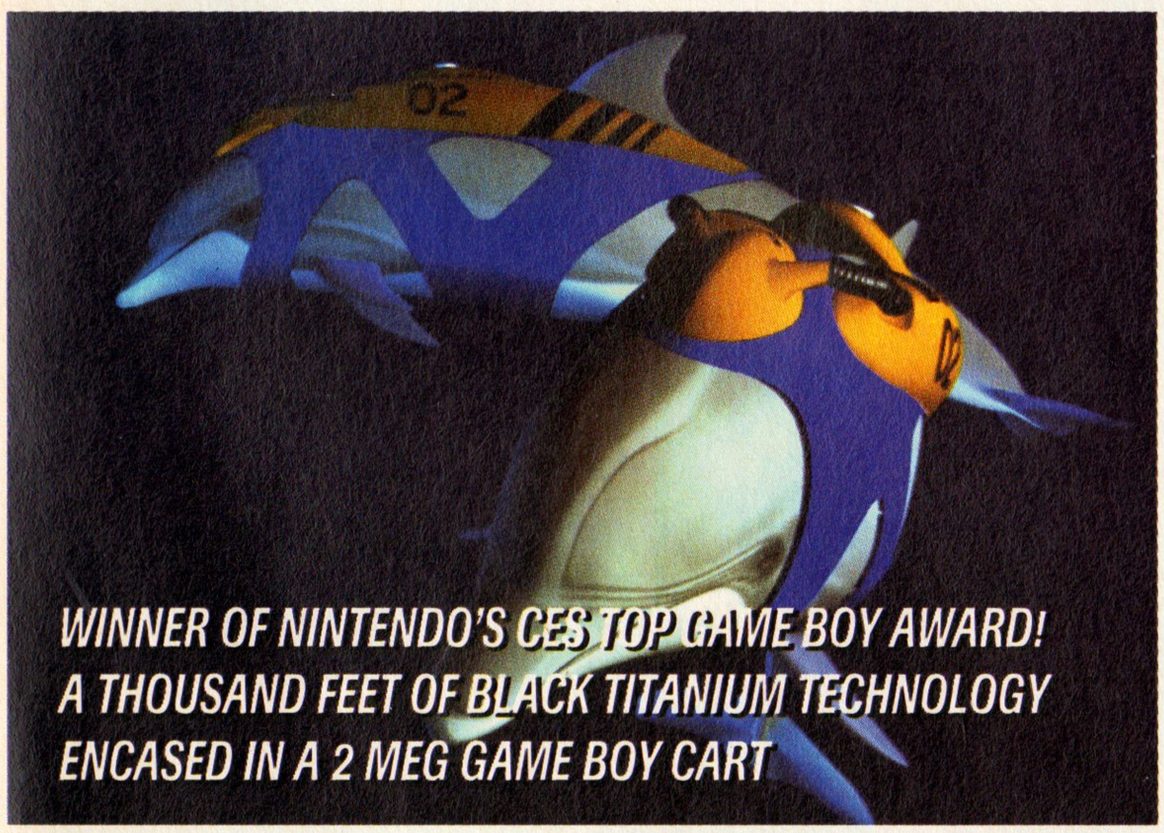
In THQ's Game Boy representation of the television series, players are presented with 24 levels of sub-aqua excitement. It definitely looks like being more fun than diving for a rubber brick, that's for sure!
The preliminary stage of each assignment undertaken by the DSV is to explore the ocean depths in search of caverns. Inside are clues that might help the crew of seaQuest find a solution to make a better world of this wetter world.


We've located one of the sunken U.E.O freighters. The damaged ship is unstable, so you'll have to send the HR probe in after the canisters.



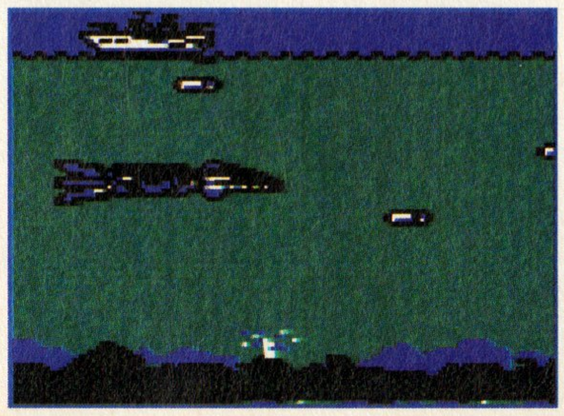
NICE PROBE!

Once caverns are found the action hots up a little, leaving players with a choice of smaller craft in which to begin more in-depth exploration. The effectiveness of each vessel is governed by many elements. So whereas the HR Probe might find its way into smaller nooks and crannies, the Stinger is better at defending itself should it meet with hostile creatures. Darwin, the series' Dolphin, has nothing to worry about since he can talk his way out of any situation.



GLOOP BLOOP

To our knowledge there's never been a decent underwater adventure for the Game Boy, so we're really looking forward to seeing how seaQuest turns out when it's released later this year. It seems like this is one game worth holding your breath for.



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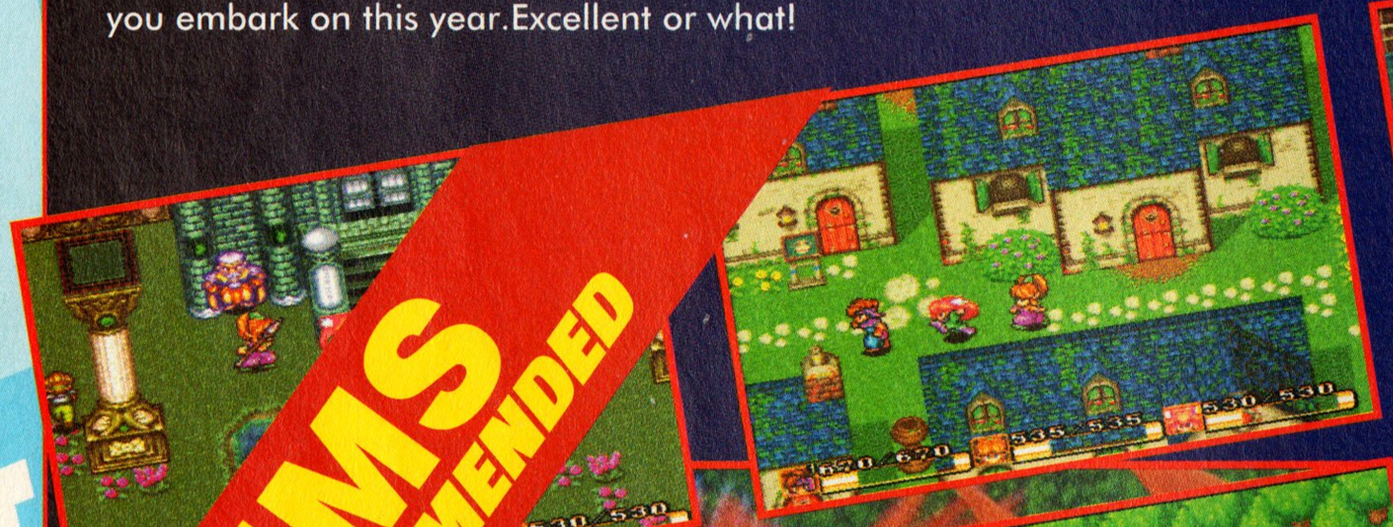
NMS 11

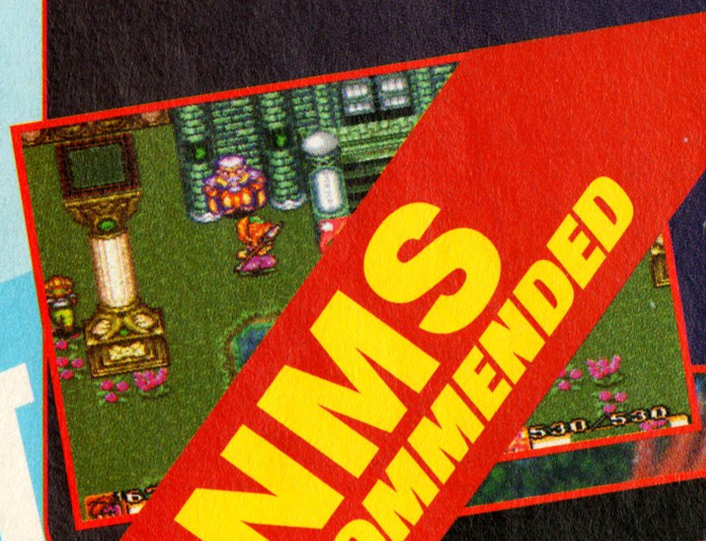
SECRET OF MANA

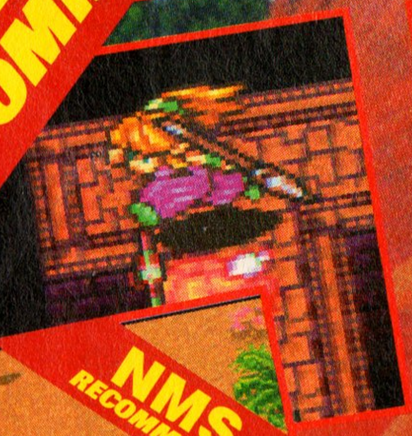
NMS RECOMMENDED

FORMAT: SUPER NES
BY: NINTENDO

Secret of Mana has been available in America now for almost a year. Finally Nintendo UK have seen fit to bring this classic to our shores. It's a beautiful RPG, though it has more similarities to the action oriented element of the Zelda games than it does to the likes of traditional Dungeons and Dragons.
The plot grows far and wide about a natural sacred monument - the Mana Tree. Its seeds hold the secret to magical power so potent it can control the land in which it grows. Currently evil forces are exerting all the pressure they can muster to crack open the seals that protect the seeds from danger. Should they succeed the land is doomed to darkness.
Take control of a young hero as he is faced with the huge responsibility of protecting the seals. It will be the most fantastic adventure you embark on this year.Excellent or what!

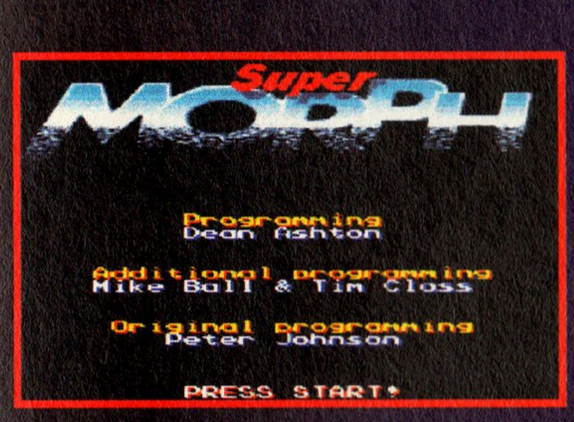






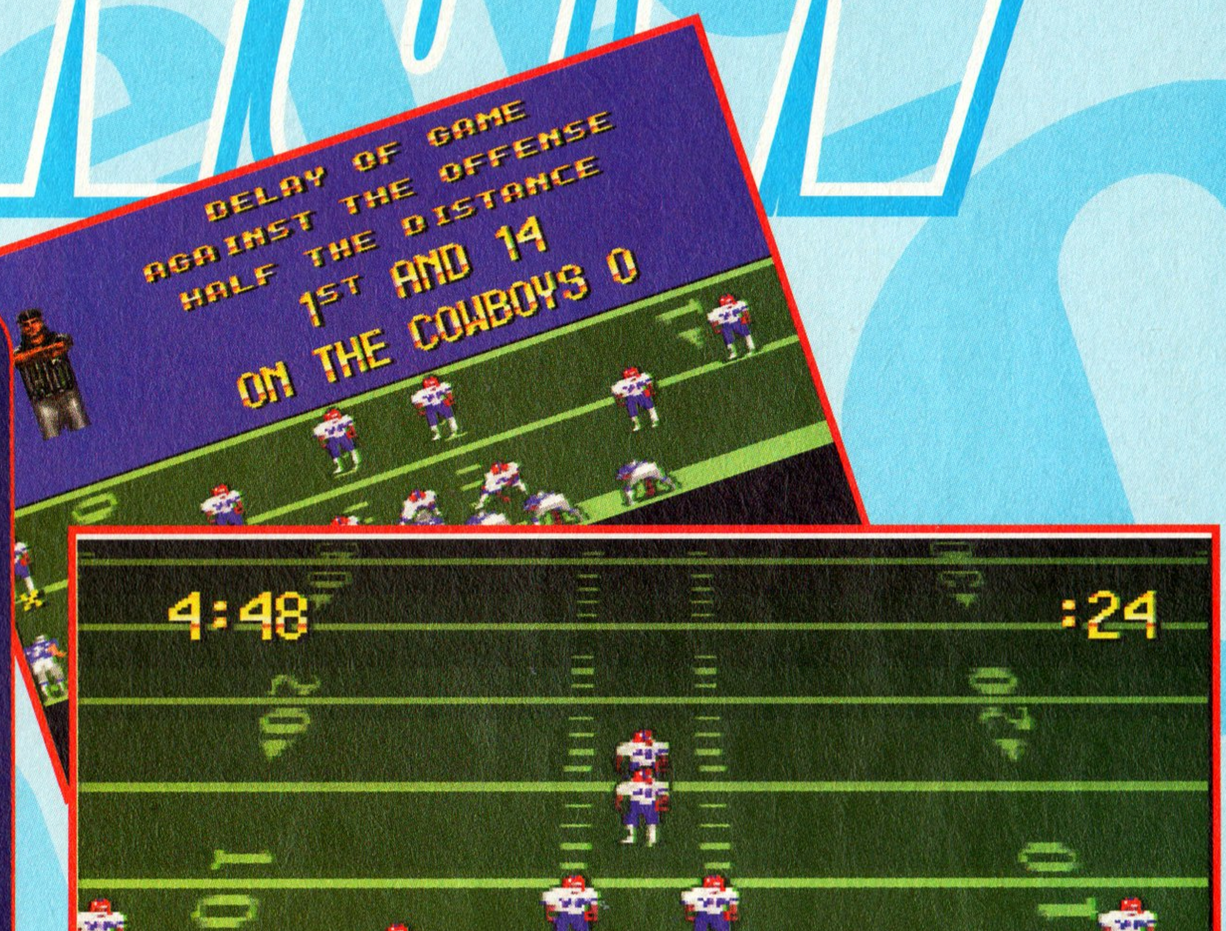
OUT NOW

SUPER MORPH

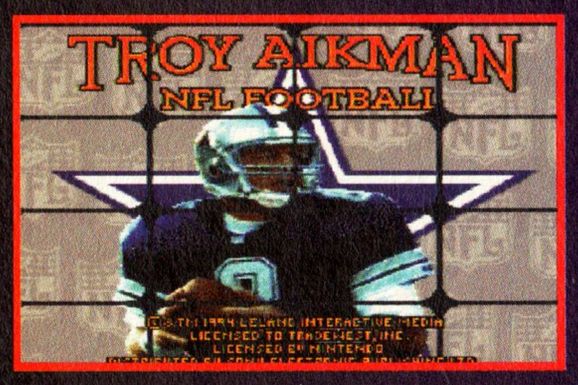


FORMAT: SUPER NES
BY: SONY

One unashamedly designed 'for kids.' Guide Super Morph through a series of obstacles using his ability to morph into a variety of shapes. As the game progresses the difficulty of the courses increases leaving Super Morph with many more shapes and strategies to consider, and so it goes on. It's a pleasant kind of learning thing but perhaps too obscure for the majority of games players.



TROY AIKMAN



FORMAT: SUPER NES
BY: SONY

Big on plays - no make that HUGE - Troy Aikman NFL Football is Sony's 10-yard attempt at stealing the spotlight from John Madden '94. It doesn't quite succeed. However this isn't to say it's bad, rather it doesn't do anything any greater than what is already around. Still, though it sounds corny, if American Football is your bag of pig-skin, this has plenty for you to ram your grid-iron into. Until John Madden '95 that is.

NEXT MONTH

NUDGE! NUDGE!
WINK! WINK!
SLASH! SLASH!
MAIM! MAIM!
KILLER INSTINCT!
SAY NO MORE!

(EXCEPT THAT WE ALSO HAVE SAMURAI SHODOWN, CANNON FODDER, LION KING, PITFALL, LEMMINGS 2, MADDEN '95, ANIMANIACS, DEMONS CREST AND A TOTALLY AMAZING STREET RACER OFFER – WELL IT IS OUR CHRIMBO ISSUE)

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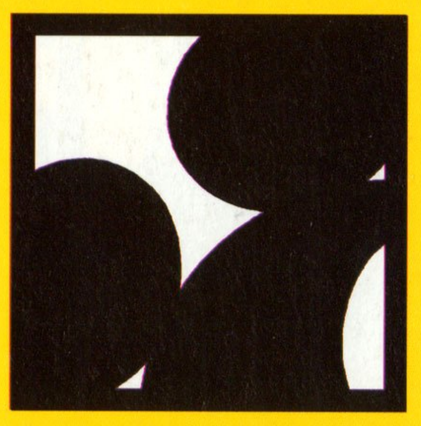

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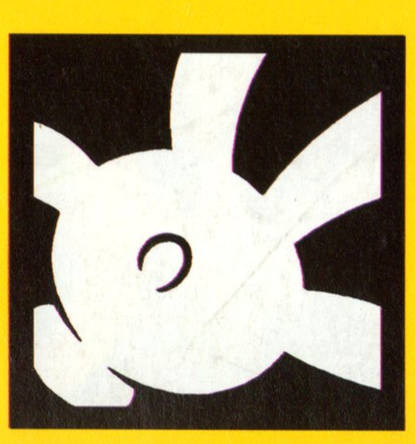

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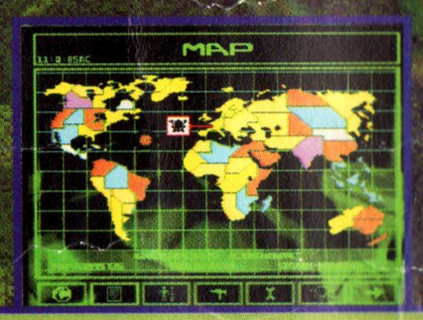

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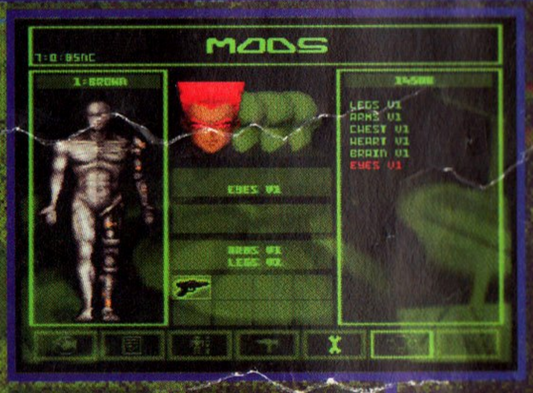

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